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GAME

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Player's™

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT



**MICHAEL JACKSON
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GILLIGAN'S ISLAND
MISSION IMPOSSIBLE
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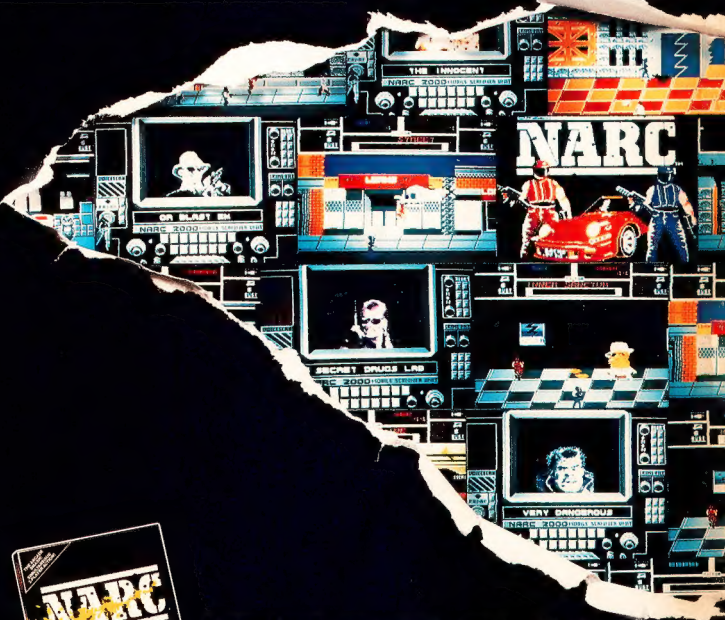


**LES MANLEY IN:
SEARCH FOR THE KING**

THE ARCADE
SMASH!
SIMULTANEOUS
2-PLAYER ACTION!

NARC

"NO ONE HAD THE GUTS...UNTIL NOW"



You are Max Force...your mission...bust Mr. Big and destroy the dreaded criminal empire...seize all contraband, stolen money, illegal weapons...use rocket bombs, high-powered machine guns...apprehend all suspects...protect the innocent and punish the guilty...stop at nothing!



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Maniac Mansion

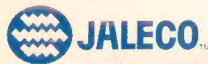
ONCE YOU GET IN, WILL YOU EVER GET OUT?

Why is there a chainsaw in the kitchen? And a nuclear reactor in the basement?

Fifty rooms to explore. Five different endings. One deadly secret to uncover. All in Maniac Mansion, for your **Nintendo Entertainment System®**.

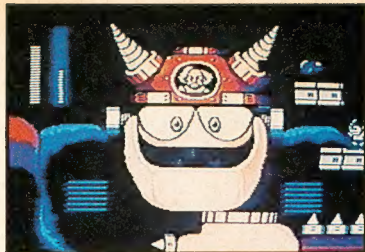
Coming in late September. Look for it wherever video games are sold.

Based on the original version from Lucasfilm Games.
Watch the "Maniac Mansion" TV show on The Family Channel.



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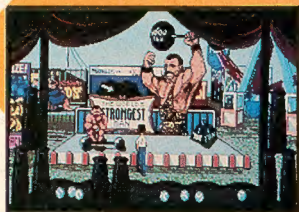
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			Game News & Previews

Sid Meier's

Covert Action™

A Techno-Thriller
From the Case Files
of Max Remington.

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THE BEST OF THE PRESENT

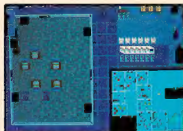
Experience the present world of international espionage by stepping into the shoes of special agent Max Remington. The first company to successfully merge simulation, role-playing and adventure now delivers espionage as it really is with *Covert Action*.

Unlike other spies, Remington doesn't solve crimes with a wink, a smile and a cute gun. Remington's clandestine world thrives on modern technology, whether tapping phone lines, disabling computerized defense systems or solving complex codes. A fiesty trigger finger and good looks aren't enough anymore. The 1990s demand ingenuity and guile.

And intelligence counts, because your enemies are the real world threats of today: drug cartels, crime syndicates, terrorist organizations. And the only person you can trust is Sam Winston — master information-gatherer and vital resource.

Out-think your enemies when you can. Outfight them if you must. But always — always keep your edge. It may be the only thing that keeps you alive.

Espionage and intrigue the way it really happens today. A hero for the ages pitted against today's most dangerous criminal elements. As always, MicroProse presents the Best of Times.



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**The Best of Times
All the Time.**

The EDITORS VIEW

What's the future of computer gaming?

A pessimist might ask that question a little differently: Does computer gaming *have* a future?

For at the moment, computer games seem to be drowning in a sea of videogames. Sure, new computer titles are being released every week, and the vast majority of them are quite good. But there's no doubt that today's electronic game market is dominated by cartridge-based videogames, mainly Nintendo. According to industry estimates, in fact, a single Nintendo licensee such as Konami will probably outsell the entire computer game industry this year.

That's why nearly all of the major computer game publishers are now either producing videogames themselves or sublicensing their most popular titles to videogame companies.

This situation is now unprecedented. In the early 1980s, the electronic game market was also dominated by videogames — those from Atari, Coleco, and Mattel. That market collapsed in 1983-84, and for a few years afterward, home computers such as the Commodore 64 ruled the roost.

Will it happen again? Some industry experts say yes. They've been predicting the demise of Nintendo every year since 1985. Eventually, they argue, people will tire of videogame machines and will buy full-fledged home computers again.

It's an attractive theory, especially for those of us who love computers. Unfortunately, it assumes the public will be offered home computers that are competitive with videogame machines. So far, it's not happening.

For the past two years we've been hearing persistent industry rumors about exciting new low-priced computers under development at IBM and Apple. Supposedly, these new wonder machines would have fantastic color graphics...high-fidelity sound...built-in

CD-ROM drives...and aggressive price tags under \$1,000. One investment banker we met at a computer conference swore on the basis of "inside information" that Apple would introduce the equivalent of a color Macintosh II for under \$1,000 by the end of 1989. He grew even more insistent after we gently suggested that he seek professional care.

We're still waiting for the Apple, but in the meantime IBM has unveiled its vision of home computing for the 1990s: the PS/1. (See our story in last month's *Game Player's*.) The PS/1 does indeed start at \$999 for the basic model. But at that price, it's useless for games and is barely capable of running the productivity software with which it's packaged.

By the time you add the hard disk, color monitor, sound card, and joysticks you need to play good computer games on the PS/1, its price escalates to nearly \$2,500. Even then, it still has trouble matching the playability of a \$189 Sega Genesis. Or, for that matter, an \$89 Nintendo.

It seems as if American and Japanese manufacturers have two different ideas about what a home computer should be. American manufacturers seem to feel that a home computer should be a stripped-down business computer. They point to surveys which show that people want to take work home from the office and run their own home businesses. American companies think \$1,000 is a good low price for a barebones system.

Japanese manufacturers generally feel that a home computer should be, first and foremost, a good game machine. (It's no fluke that in Japan the NES is called the Famicom, or Family Computer.) They point to the seemingly insatiable appetite for home entertainment. They think a home computer shouldn't cost more or be harder to use than a VCR, even if that means stripping down the computer so it can only do one thing — play games, and play them well.

Who's right? Maybe both. Maybe American companies will sell us "work computers" and the Japanese will sell us "fun computers." But it's the Japanese who have the mass market in mind — the mass market that computer game publishers hunger for. Nintendo alone has already sold nearly 30 million "fun computers" in the U.S.

For the near future, it appears, computer games will have to continue taking a backseat to videogames.

Tom R. Halfhill
Editor, *Game Player's*

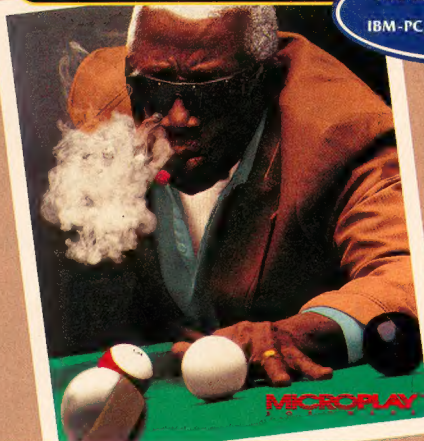
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A New Angle On Billiards Action

SHARKEY'S 3D POOL™

Two Great New MicroPlay
Games for
IBM-PC/Tandy/compatibles



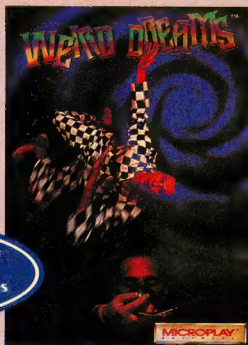
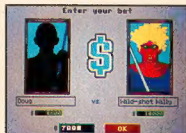
You can't play pool hanging from the ceiling, yet that's exactly what other billiards games seem to expect, because all they show is a flat, top-down picture of the table.

That's no way to play pool, and everybody knows it. *Sharkey's 3-D Pool* presents billiards the way it really is — in full 3-D. Rotate the table to examine shots from any angle you want. And when you find the best one, you have complete control over power and english.

Play 8-Ball, 9-Ball, 14.1 Continuous or Rotation, all against

the computer or another player. A tournament option features automatic seeding and optional betting; computer opponents have varying levels of skill. A Trick Shot Editor lets you try any of 20 classic shots, or it lets you design your own.

The choice is this: you can play *Sharkey's 3-D Pool* and walk around the table, checking all the angles; or you can play another billiards game, and just hang from the ceiling. But hanging has always been for bats — sharks like to move.



Some Dreams Shouldn't Come True

You're trapped in a land filled with places and things that can't possibly exist: carnivorous rose bushes eager for afternoon brunch, knife-wielding little girls, totem pole heads hopping on kangaroo bodies under skies full of fish.

Dodge the psychopathic lawn mower, survive the inside of a cotton candy machine and avoid the giant wasp. Figure out what the grandfather clock is trying to say; and for God's sake look out for those malicious bats!

There's also an impassable swamp, a hall full of mirrors and a bouncing soccer ball that devours the unwary — and then burps.

And all you must do to make it through this world of nightmares and mysterious hazards alive is piece together a puzzle that defies sanity. Get ready for the most unusual adventure you've ever encountered, in the most dangerous world you've ever imagined.

Your mind.



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Game Player's: The Leading Magazine of Video and Computer Entertainment

October 1990

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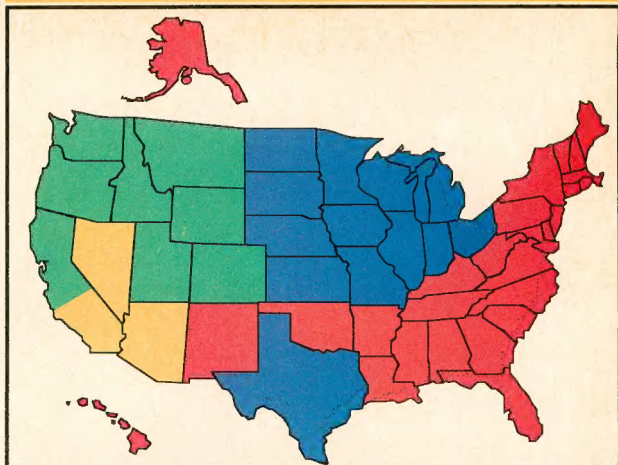
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The Editors welcome company product information for all video and computer games. Such materials should be addressed to: Editor, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429, USA. Overnight delivery parcels should be addressed to 300 A-E South Westgate Drive, Greensboro, NC 27407. Editorial telephone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

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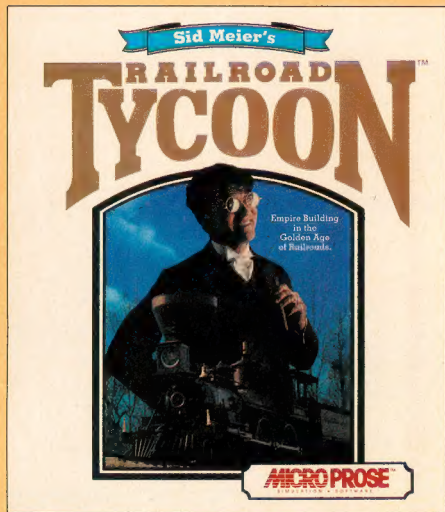
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The Best of Times



America's hot new best-seller takes you on a trip through the golden age of railroad in America and Europe. Compete with famous rail barons. Plan, build, operate, maintain and expand your railroad into a mighty industrial machine.

1990 brings phenomenal new graphics and game play to the World War II submarine game that won Simulation of the Year honors around the world in 1986. Stalk Japanese ships through the Pacific from Pearl Harbor to VJ Day.



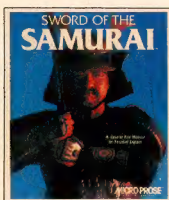
The Software Publishers Association named this one Simulation of the Year. Engrossing game play. Fascinating strategies. Revolutionary graphics. Based on America's radar-elusive jet.



Command not just one tank, but a full platoon of four with controls so smooth they put single-tank games to shame. Call in jets, helicopters, artillery and infantry support, too.



Dogfighting is the name of this game. No experience? No problem: just turn on all the rookie options and you'll be up to your eyeballs in dazzling graphics and furious fun.



Discover the game that has the critics raving. Fight and scheme your way to power and prestige in a role-playing/action/adventure of war and politics in 16th Century Japan.

Now for Amiga!



Take on shrewd Russian commanders in a gripping game of nuclear submarine strategy. Find and destroy the enemy with the latest sonar and weapons. Based on Tom Clancy's novel.

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Adventures In The Magic Kingdom

I recently bought the Nintendo game *Adventures in the Magic Kingdom*. I really enjoy playing it, but I have a problem getting the special candle in "Pirates of the Caribbean." Could you please give me some helpful hints on how I can do so?

Dominic Iafrate
Michigan

"Pirates of the Caribbean" is the most difficult part of *Adventures in the Magic Kingdom*. First of all, you'll probably need at least 50 stars — enough for five or six extra lives, as well as a couple of invincibility options — to get through the game. (The most stars you can collect at one time is 99.) The easiest way to collect enough stars is to run through Autopia a few times, but you can get stars in all of the attractions except Space Mountain.

Once you have a good supply of stars, rescue all six villagers and then get the candle you need to light the signal fire. The candle is well-hidden in the same underground cavern as the scorpion.

After you get past the scorpion, you'll come to two islands, each with a skeleton sitting on top of a mound of gold. Be careful to dodge the coins they throw. When you jump to the second island that has a skeleton, you'll find the key at the far right side of your screen.

Don't forget — the only way to get past the skeleton is to dodge the



Do you have any questions about your favorite video-games or computer games? Or do you have any hints and tips to share with your fellow game players? If so, write to The Tip Sheet, Game Player's, P.O. Box 29364, Greensboro, NC 27429. Due to the volume of mail we receive, we regret that we cannot reply individually by mail to game questions.

coins he throws. It takes some patience (and some luck), but if you stick with it, you'll be able to grab that candle.

The Colonel's Bequest

I have *The Colonel's Bequest* for PCs, and I'm stuck. I need to know the answers to two questions. First, why is there no metal crank on the bell? When I climb the ladder and try to get the crank, the game always says, "You don't see a crank here."

I'm almost finished with act 7, but I need one more thing to ad-

vance. What should I do? Where should I go? What character should I find?

Tim Pylypiuk
Ontario, Canada

As you've discovered, the bell is rusty and won't ring while you're on the ladder looking at it. You need to find something long...with a curved handle...like a cane, maybe, to ring the bell from the ground. When you do this, the crank will fall to your feet.

The four things you must accomplish during act 7 are: find Lillian, talk to Celie in the chapel, read Clarence's journal, and see Rudy. The body that turns up in this act belongs to Clarence.

The Last Battle

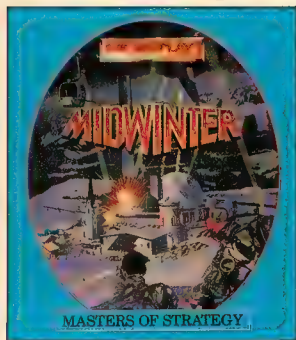
Can you become invincible or skip levels in *The Last Battle* for Sega Genesis?

Juan Carlos Mareno
New York

You can select levels in *The Last Battle*, but the technique is tricky. It requires a Space Harrier II cartridge and is possibly risky for your Genesis machine. Nevertheless, many players have done it successfully.

First, put in the Space Harrier II cartridge and go to the options screen. Now — without switching off the power — carefully remove the Space Harrier II cartridge and insert *The Last Battle* cartridge. Push the reset button, and when the screen says "Legend of the Final Hero," press and hold the A, B, and C buttons and the

Three smart tactical decisions for your great strategic mind.



What if you flew your hang-glider north, got lucky enough to catch the afternoon updraft, made it to town, rallied your troops, and attacked the invaders just as they reached the narrowest part of the valley below?

The world is locked in a new ice age. A powerful enemy has invaded your small village to overtake your heat mines, your only source of heat and power.

A collection of mismatched citizens is the only army to oppose the invaders.

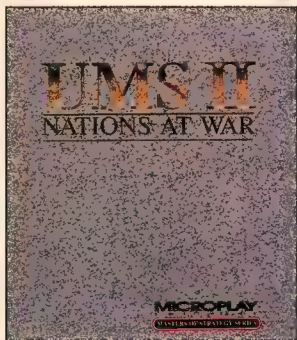
Innocent civilian equipment — skis, hang-giders, snowmobiles and cable cars — suddenly become indispensable implements of war.

Manpower and equipment alone will never stop the enemy. Your community's only hope is superior strategy and leadership.

Strategy and leadership are up to you.

With 32 fully-developed characters, detailed maps of its 160,000 square mile playing zone, and fractal, light-sourced 3-D terrain, *Midwinter* is gigantic, innovative, unforgettable!

For Amiga, Atari ST, IBM-PC/compatibles.



What If Alexander the Great had fought Charlemagne?

What If Napoleon had brought more artillery to Waterloo?

What If a band of Indians attacked King Arthur's court?

UMS II is a sophisticated wargame construction kit that gives you absolute control of any military encounter you can imagine. You determine who fights, where, when, and with what equipment.

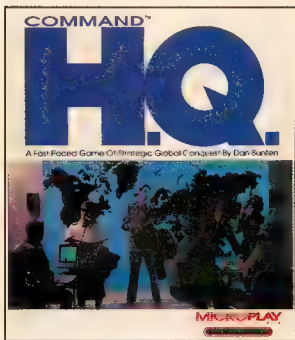
In fact, the guiding principle of *UMS II* is to let the player control everything, including the level of control he wants.

You can assemble a battle, watch it being fought, then tear it down and build it again with the changes you want. Maybe change the weather, maybe introduce hills instead of valleys, maybe give Custer a few thousand more men at Little Big Horn.

And you can see it all from any of four levels of zoom and magnification, from a global view of the whole campaign, down to a battle zone only 8 miles on a side.

UMS II is the most powerful tool a strategy wargamer can own.

For Amiga, Atari ST, IBM-PC/compatibles, Macintosh.



What if you give up on capturing your enemy's cities and try to shut down his oil fields instead?

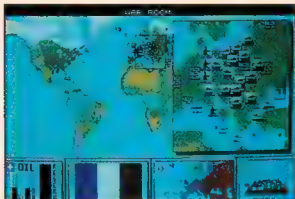
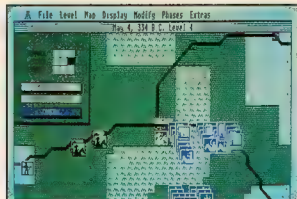
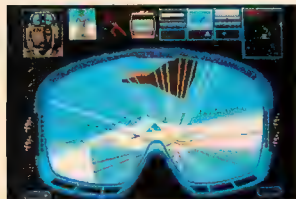
Command HQ is a wargame for the rest of us. Serious, but not too serious. Details, but not too many. You're the commander-in-chief; small questions are no concern of yours. When you move a plane, you're really moving hundreds of aircraft. When you place a soldier somewhere on the global map, you're deploying tens of thousands of troops.

But when the conflict starts, an innovative animation window lets you see all the action as if you were right there on the front lines.

With its modem and direct connect capability, *Command HQ* lets you and a buddy send taunting messages back and forth as you maneuver to drive each other into submission. If your friend's not around, no problem... the shrewd computer opponent will give you all the action you can handle.

From Dan Buntin, award-winning designer of *M.U.L.E.* and *Seven Cities of Gold*.

For IBM-PC/compatibles.



Watch For Go For The Gold 2.0 — The Enhanced Frequent Buyer's Club

Start button. You'll see a chapter-select screen.

A word of caution: The Sega Genesis instruction manual warns that damage could result if you insert or a remove a game cartridge while the machine's power is on. Even though many players have had no problems doing this, there is a risk of damage, so we don't advise it.

Mega Man 2

I am currently at a standstill in the Nintendo game *Mega Man 2*. I have defeated all of the robots except for Quickman, but I still can't get past the energy beams that come out of the walls on his level. I have attempted to use the time-stopper, but it does not last long enough for me to get by without getting zapped. Is there a certain point in which I should use the time-stopper, or should I use the slow-motion feature on my controller?

Also, using a password I read about in your magazine, I have managed to start off at Dr. Wily's castle. But there is a place where I get completely stuck. There is a ladder at the upper left corner and one at the lower right corner. I have tried to use three levitation platforms, but they float up to the ceiling too quickly for me to jump to the other staircase. What should I do?

Ian Halliday
Ohio

Watch the patterns of the rooms you

fall through to see which would be easiest to get by without the time-stopper. Then use the time-stopper in the rooms that are most difficult.

Use the platforms just as you tried before, but with a slight twist—start your platform “steps” while you're still on the ladder at the bottom right.

Teenage Mutant Ninja Turtles

In *Teenage Mutant Ninja Turtles*, I can't seem to find Master Splinter on level 2.

Earnest Gunn IV
Alabama

Splinter is on level 3. The Mecha Turtle is holding him captive on top of the building.

Phantasy Star

I am now at the point in Sega's *Phantasy Star* where I only need a few items before confronting Lassic. Could you give me some advice on where the gas shield is?

Mark Schebel
Iowa

Return to Palma, then go down from Scion to the coastline and use the hovercraft. While you're in the water, head down and to the right. You'll come upon a floating island. Enter the city on the island and find the dungeon. In the dungeon, you'll find a shop where you can buy the gas shield.

Loom

In *Loom* for PCs, how do you pass the waterspout?

Marc Veillette
Quebec, Canada

One of the most important things to remember while playing *Loom* is that any spell you can spin, you can also unspin. Use one of the few spells you already have to untwist the waterspout. You'll not only be able to proceed easily, but you'll also earn a new note to draft.

Battle Of Olympus

In *Battle of Olympus* for Nintendo, I learned a trick that makes the hydra easy to beat. Walk to the middle of the bridge and slash the hydra when it comes at you. Then go to the far right edge of the bridge and keep slashing. If you follow this advice correctly you should kill the hydra right away, because the other seven times it attacks, it'll come up right below your sword. If you keep slashing, it'll die in no time.

Remy Carreiro
Massachusetts

Thanks for the tip!

Journey To Another Time — and Space



Paragon Software
and Game Designers' Workshop
join forces to create two computer
role-playing classics!

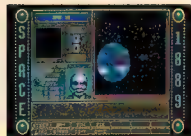
Explore the universe envisioned in the classic writings of H.G. Wells and Jules Verne; where outer space is filled with "ether" that can be negotiated with modified sailing ships; and Mars, Venus and the Moon are inhabited by strange, sometimes hostile creatures.

Control five characters, endowed with special skills and abilities you've selected, as they pursue an elusive, advanced alien race. Visit the canals of Mars, the dangerous swamps of Venus and the mysterious underground caverns of the Moon. Even Earth — depicted

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Standing in your way are corrupt German conspirators, a radical Martian religious cult, and the awesome intelligence of an advanced alien race — that doesn't want to be found.

The limited technology of the Victorian Age and the infinite mysteries of outer space. Who says history is boring?



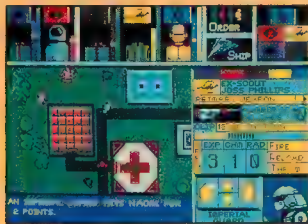
A Universe On The Brink Of War

The Interstellar Imperium and the Zhodani Consulate have been enemies for millennia. Now a power-hungry traitor within the Imperium itself plans to ignite full-scale war.

Your five Travellers are the only hope for peace. Create them with the military experience, special skills and personal characteristics you think they'll need. Then send them blazing through the frontier worlds of the Spinward Marches, where they'll bargain and brawl with aliens and battle the traitor's henchmen in furious firefights — in space and on planet surfaces.

And you'll control every move they make. From real-time battle sequences to piloting a starship to negotiating with tradesmen, customs officials and other personalities, you determine each of your character's actions, all the time.

With over 25 worlds to explore, hundreds of fascinating characters to meet, and dozens of plots and subplots, *MegaTraveller 1: The Zhodani Conspiracy* is a universe filled with high-tech, futuristic fun and excitement.

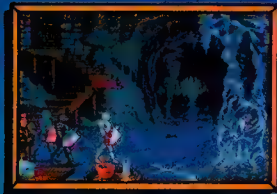


Coming Soon: More Marvel Adventures From Paragon Software!

Can't find these games? Call 1-800-879-PLAY for prices and ordering information. Marketed by MicroProse Software Inc. © 1990 Paragon Software and Game Designers' Workshop. *Space 1889* and *MegaTraveller 1: The Zhodani Conspiracy* are produced under license from Game Designers' Workshop. ALL RIGHTS RESERVED.

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A Fantasy Epic Game is a synergistic blend of traditional Fantasy Role-Playing, adventure and combat simulation for an experience greater than the sum of its parts.

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Roam at will across the 16-screen scrolling map of Arthurian Britain. Use the icon-based interface to check character status, zoom down to the scene level as up to the map, and give directional commands to parties or forces. You can enter, talk, take, trade, drop, attack and even use magic at the click of a button—no awkward commands to memorize or key words to fumble out.

Join the best FRPGs, the knights and lords, a noble's son, as the quest of Camelot is yours to behold and unfold. As they undertake their quest, they can interact with the peasants, warriors, magicians, noble knights and other folk of the time, learning and improving their abilities and skills.

Spirit of Excalibur also includes a powerful and fun tactical planning and combat simulation. Move troops to strategic points to harry or delay invaders who pose a threat to your kingdom. Use your skills to ally with allies and defend the realm.

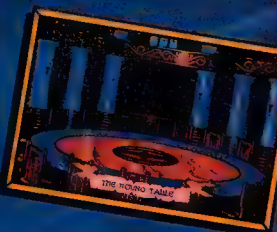
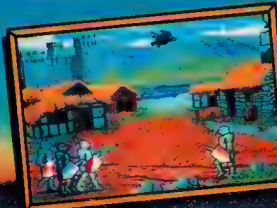
Years of historical research ensure that this, at last, is the definitive game on Arthurian legends. Now playing only on powerful computer systems for discriminating game players.

MS-DOS version supports these fine sound boards:
Roland MT-32, Adlib, Covox, CMS.

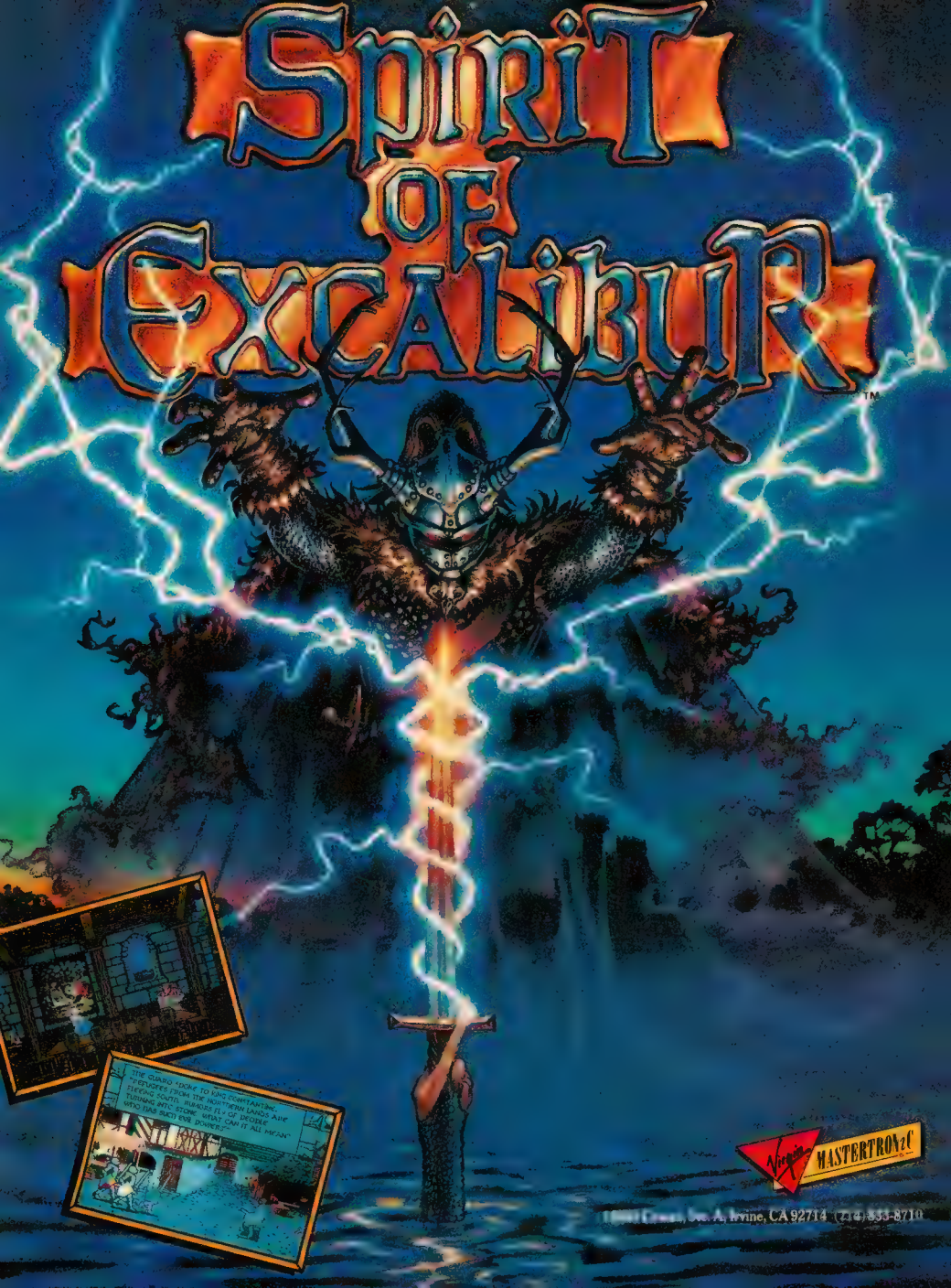
Screens taken from IBM VGA and Amiga versions.
For IBM, Amiga, Atari ST, Apple IIGS and
Macintosh computers.

Suggested price \$49.99.

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Spirit OF EXCALIBUR



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When talk turns to new videogame technology, the first thing most people think about is graphics: more colors, greater screen resolution, faster animation, less flicker, 16-bit video chips.

But there's another dimension to electronic gaming that's too often overlooked: sound.

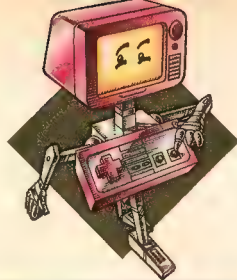
In the hierarchy of human senses, hearing is second only to vision. And since videogames don't (yet) engage the other three senses — smell, taste, and touch — sound plays a crucial role in creating an exciting videogame experience.

The Nintendo Entertainment System and Sega Master System, both introduced in the mid-1980s, produce much better sound than most personal computers. Until Nintendo came along, in fact, background music for videogames was rarely heard outside of arcades. But one thing the NES and Master System don't have is true stereo. Until last year, the only home machine equipped for stereo was the Amiga personal computer.

Then, in 1989, three videogame systems with true stereo hit the market: the Sega Genesis, the NEC TurboGrafx-16 (if you have the TurboBooster accessory or TurboGrafx-CD player), and Nintendo's Game Boy. (The Atari Lynx has a stereo headphone jack, but mono sound.) If you've ever played one of these machines through a high-fidelity sound system or with stereo headphones, you'll agree that stereo sound effects and music can make a videogame much more vivid and thrilling.

QSound

Now Nintendo is on the verge of introducing what could be the next generation in sound technology:



NINTENDO NEWS

THE FORGOTTEN DIMENSION

Tom R. Halfhill

QSound. If QSound works as well as its proponents claim, it could literally add a new dimension to electronic gaming.

Here's why. Ordinary stereo sounds seem to come from a zone between the two speakers. If you're listening to Madonna, for example, she can move around the stage, but the "stage" in your living room is a narrow strip between your left and right speakers. The developers of QSound claim they have broken that barrier. Under the right conditions, QSound can make sounds appear to come from anywhere in the room — even from behind you.

Also, unlike the four-speaker quadraphonic systems of the 1970s or the multi-speaker systems in today's movie theaters, QSound

works with any conventional two-speaker stereo. It doesn't require any special equipment or extra speakers.

QSound was invented in 1981 by Danny Lowe, a recording engineer. A company called QSound Ltd. was formed to develop and sell the technology, and for the past nine years engineers have been perfecting it. The first tapes and compact discs using QSound are expected to debut late this year. Hollywood filmmakers are also interested in the technology.

It's possible that you've already heard QSound, in fact. The first public demonstration was during the Super Bowl last January when Coca-Cola aired a special commercial recorded in QSound. Very few people were able to hear the full effects, however. Unless you were watching the commercial on a stereo TV, and unless your local TV station or cable system was broadcasting in true stereo, you wouldn't have noticed anything different.

Last year, after eight months of negotiations, Nintendo signed a contract with QSound Ltd. According to Archer Communications, QSound Ltd.'s parent company, the agreement restricts Nintendo from using anyone else's sound-enhancement technology for the six-year period of the contract. But it leaves QSound Ltd. free to sell its technology to any other company, including videogame companies competing with Nintendo. In fact, officials at QSound Ltd. say they are currently talking to other "interested parties," although they won't name any names. It's possible, therefore, that QSound could show up on Sega, NEC, and other game systems, too.

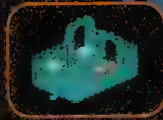
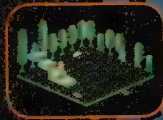
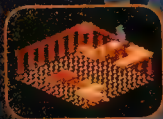
Ever since QSound Ltd. and Nintendo made their deal, engineers have been working on a special computer chip that will allow

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Nintendo Power - March/April 1990

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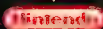
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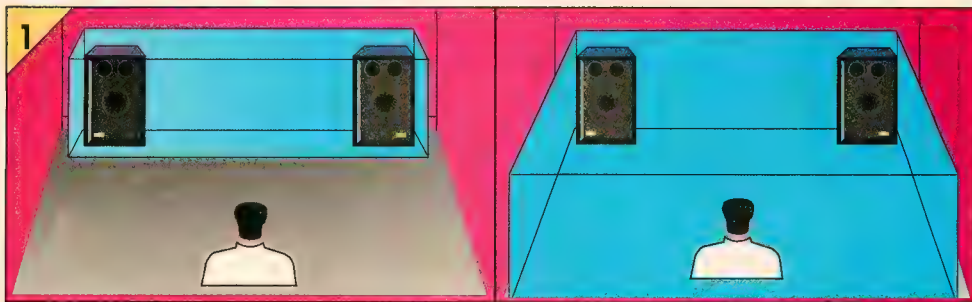
Nintendo

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NINTENDO NEWS

- 1 Ordinary stereo is limited to a zone between the speakers (left). QSound can locate sounds anywhere in the room (right).



future Nintendo games to take advantage of QSound. The chip is now all but finished and ready to be used by Nintendo.

Optional Or Standard?

Neither QSound Ltd. nor Nintendo will talk in detail about their future plans for QSound. However, there are several approaches they could take.

They could sell QSound as an accessory device that plugs into current NES machines. It wouldn't work with any games released up to now, but future games could take advantage of it.

Another approach would be to build the QSound chip into the next-generation 16-bit Nintendo game system. Nintendo plans to introduce this system, called the Super Famicom, in Japan this November. Nintendo has not yet announced when an American version of the Super Famicom will be

released, although it could come as early as 1991. (See "Nintendo News" and "The Editor's View" in last month's *Game Player's* for more details on the Super Famicom.)

Interestingly, Nintendo originally planned to introduce the Super Famicom in Japan in July 1989, but delayed it for more than a year. That delay was announced while Nintendo was making its deal with QSound Ltd. It's possible that Nintendo has been withholding the Super Famicom until the QSound chip is finished. If so, QSound could show up as a standard feature in the Super Famicom. The year-long delay also would have given software companies time to add QSound effects to their upcoming Super Famicom games.

But if the chip isn't ready by November, or if Nintendo thinks it would make the Super Famicom too expensive, QSound could be sold as a plug-in accessory for the 16-bit system. Future Famicom games would still be designed for

QSound, but people who didn't have the accessory wouldn't hear the special effects.

Still another approach Nintendo could take is to sell a plug-in QSound device for both the NES and the Super Famicom. That would keep millions of NES owners happy while also giving Nintendo's 16-bit game system an advantage over the competing Genesis and TurboGrafx-16.

Nintendo and QSound Ltd. have already discussed what such an accessory might look like. One possibility is a special joystick with two speakers built into an extra-large base. The fixed speakers are aimed directly at the player, and the whole thing plugs into a standard game controller port. This device could be ready late this year or in early 1991, although the actual release date is up to Nintendo.

The Sweet Spot

There are other unanswered ques-

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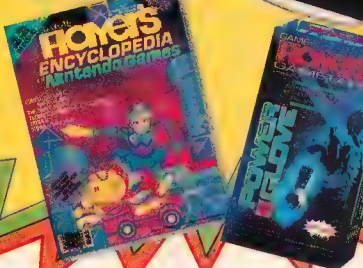
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NINTENDO NEWS

tions about QSound as well. For instance, is QSound really that good?

"QSound gives the listener the ability to hear sound from all around them, without reference to the speakers," says Anthony Gitter of Archer Communications. "For example, you could hear a finger snapping behind you, or a bee buzzing six inches in front of your nose. It would sound exactly like the bee is next to your nose."

For maximum effect, though, QSound requires a correctly arranged listening environment. The stereo speakers must be positioned on the same plane (level with each

other), and the listener must be sitting in what audiophiles call the "sweet spot" — the location where stereo effects are best heard.

The sweet spot is exactly between the two speakers at a distance that's greater than their separation from each other. In other words, if the speakers are three feet apart, you should be sitting halfway between them and at least three feet away. (Imagine a tall triangle, with yourself sitting at the top point and the speakers at the other two points.) Also, your ears should be at approximately the same level as the speakers.

Room acoustics play a role as well. A room with too many sound-reflecting surfaces (hard walls, floors, and ceilings) or sound-absorbing surfaces (curtains, carpeting, and open doorways) would reduce the effects of QSound, just as they reduce all stereo effects.

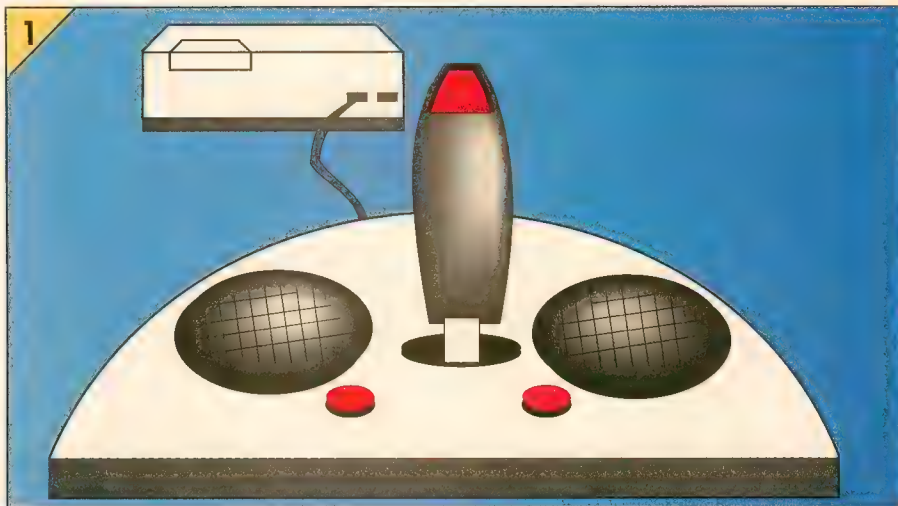
Audiophiles can be expected to rearrange their listening rooms to make the most of QSound (and they probably already have, since

the requirements are much the same for good stereo of any kind). But what about videogame players? Can everyone be expected to remodel their family rooms and bedrooms just for QSound?

That shouldn't be a problem, says Jim Aiello of QSound Ltd. If Nintendo sells QSound as a plug-in device with built-in speakers, he explained, the speakers will be fixed in place for optimum effect. And if a game machine equipped with QSound is hooked up to a stereo TV, the game player will almost certainly be sitting in the sweet spot. Virtually all stereo TVs have fixed speakers on the same plane, and players naturally choose a position directly in front of the screen at about the right distance.

(Incidentally, QSound doesn't work with ordinary headphones. The company says it is working on a solution, but it may require special headphones.)

QSound has been demonstrated many times under QSound Ltd.'s supervision. But the com-



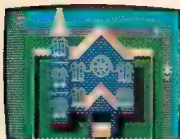
1 One possibility is that QSound could be added to an existing game machine by designing it into an accessory game controller with built-in speakers.

**GENESIS[®]
DOES**

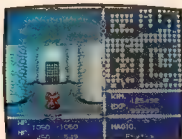
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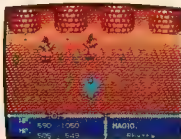
1. You start your journey in a village, meet shopkeepers, buy supplies, weapons, and trade-in your armor for magic points.



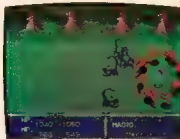
2. In the dungeons you meet a motley crew of characters, all seen from your point-of-view. On the right you see an overview of the whole area.



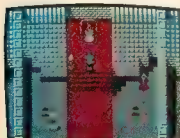
3. You go inside buildings and find customers walking around you can talk to. For more help, enter a store, house or sacred place.



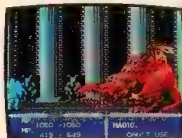
4. Inside a building you defend yourself with a sword of gold against hooded wizards sent by the evil Tsarkon.



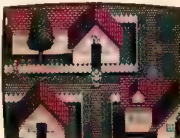
5. When you're making your way through the forest to the next town, you are attacked by scorpions which you defeat with a circle of magic.



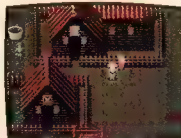
6. You meet the mysterious Princess amidst all the pomp of this ancient court. Her two evil chamberlains are advising her against you.



7. Advance into the fray against the dragon wielding your sword of diamonds, using your controller and fighting in real time.



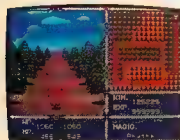
8. Weary from your journey, you arrive at a restaurant where you can eat. Look out for poison.



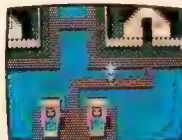
9. You arrive at the Inn, where you can find out important information about what lies ahead. Be careful about who you trust.



10. Inside the Inn, you can rest and recover from battles, recuperate your health and replenish your magic points.



11. As you move through the forest between towns, you encounter a fireball which you must extinguish or destroy using the Magic of the elements.



12. Gargoyles guard the watery entrance to the floating village of Cartahena. Careful, there are more bad guys hiding in the dungeon outside town.

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NINTENDO NEWS

pany has not yet released a demo tape or compact disc that would allow *Game Player's* to test QSound in a typical game-playing environment, such as a family room or bedroom. A demo disc is expected to be ready soon, however, and we hope to bring you a report in a future issue.

Nevertheless, no one doubts that QSound works. It has big-name backers in the entertainment industry, and Nintendo's strict six-year contract is another indication that QSound is something special. Nintendo has already paid QSound Ltd. \$1 million and will pay an-

other \$2 million when the QSound chip is finished.

Nintendo obviously takes QSound very seriously. If they're right, it could prove to be a real breakthrough in videogaming — not to mention audio technology in general.

Game Genie Update

If you've been following the Game Genie story in the last few issues of *Game Player's*, you'll recall that Nintendo of America, Inc. won a court order last June blocking the sale of the Genie in the United States. The judge's order came as a result of Nintendo's lawsuit against Galoob Toys, the company which wants to market the Game Genie in the U.S. Nintendo says that the Game Genie — a plug-in device which allows game players to alter the way their Nintendo games play — could hurt Nintendo's

videogame business. The judge agreed with Nintendo that all sales should be stopped until a full court trial could be held on the matter.

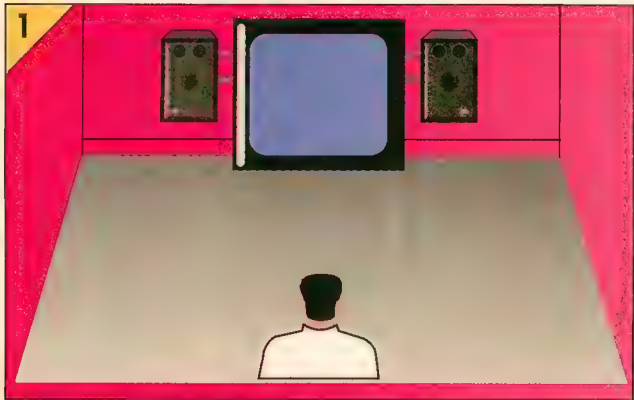
Galoob quickly appealed the decision, asking a higher court to reverse the judge's order and allow the Game Genie to be sold. The latest word *Game Player's* received at presstime was that a court hearing on Galoob's appeal was scheduled for September 12.

A decision could follow as early as two weeks afterward. However, the appeals court could take as long as six months to make up its mind. Galoob is hoping for a favorable decision that comes early enough for them to ship the Game Genie to stores in time for the holiday shopping season. "If the court takes longer than two weeks [to reach a decision], it will probably mean bad news for us," a Galoob spokesman told *Game Player's*.

The federal court order banning all sales of the Game Genie does not have any effect outside U.S. borders. Nevertheless, the Game Genie still hasn't appeared on sale in Canada or elsewhere. It's possible that foreign distributors are waiting to see how the court case in the U.S. is resolved before risking their own court battle with Nintendo.

Watch *Game Player's* for the latest news of future developments.

GP



1 For the best effects, QSound requires the listener to be sitting in the "sweet spot" — exactly midway between the two speakers, so that one speaker doesn't sound louder than the other.

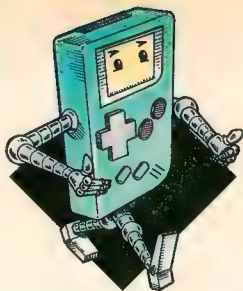
**THEY TOLD YOU
IT WAS STRANGE
AND POWERFUL.**



DuckTales is one of the latest titles for the Game Boy, but it has an interesting history that goes back more than four decades.

In the late 1940s, a young Disney animator named Carl Barks was reassigned from the cartoon factory to the comic-book department. His job was to write and draw monthly eight-page stories based on the adventures of Donald Duck and his nephews.

Barks's greatest success, however, came when he invented a new character named Scrooge McDuck, "the World's Richest Duck." The web-footed quin-



GAMEBOY PLAYERS

DuckTales

William R. Trotter

taseptazillionaire was crusty and incredibly stingy, but he had a heart of the purest gold that soon won over his readers.

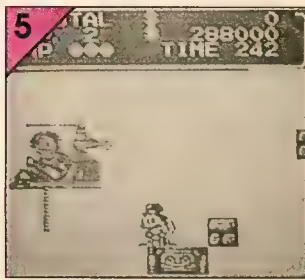
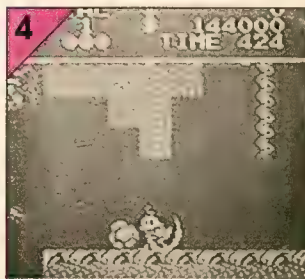
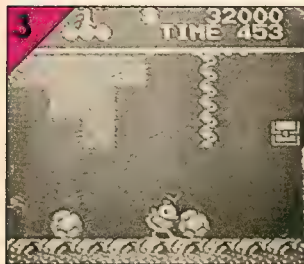
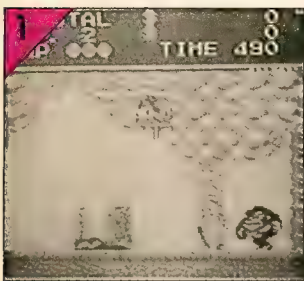
The classic Scrooge adventure usually found McDuck in pursuit of some fabulous lost treasure in an exotic land that was far, far

away from his hometown of Duckburg. Barks was often inspired by mythology and the lost-world stories so popular in the 1930s and 1940s. His formula was so successful (and his artwork so wonderful) that those original stories are still being reprinted today, captivating their third generation of fans.

When Capcom's original version of *DuckTales* appeared for the Nintendo Entertainment System in 1989, it was one of the freshest and most delightful Nintendo games ever released. (In fact, it won the *Game Player's Award* for Best Family Videogame of the Year.) Its witty, colorful graphics and typically "Barksian" treasure-hunt story appealed to players of all ages.

Much of the original game's charm and a surprising amount of its excellent graphics are retained in this new Game Boy version, also from Capcom.

DuckTales is basically a giant treasure hunt. Scrooge takes off from Duckburg and tries to locate



Master the pogo-jump early. Scrooge needs it for everything from fighting to traveling.

Take a swing at those blocks with your cane — inside you'll find bonuses.

Whack that boulder with your cane to knock down the treasure chest.

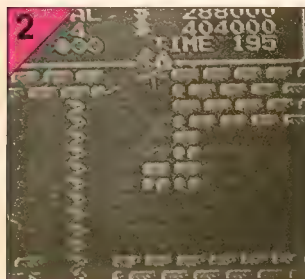
The cane comes in handy again — use it to dislodge that spider in the upper left corner.

Sometimes Launchpad Duck shows up without being summoned. You'll need him to cross this chasm.

**THEY TOLD YOU
IT WOULD
PULL YOU IN.
DEEP.**

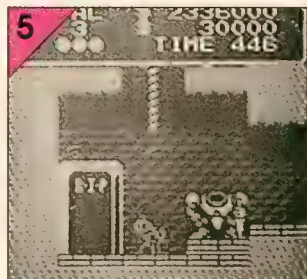
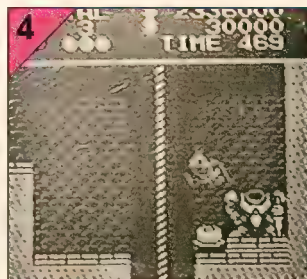


GAMEBOY PLAYERS



five great lost treasures. (Sometimes he is accompanied by nephews Huey, Dewey, and Louie, and their new equal-time-for-girls niece, Webby.) To complete the game, Scrooge must trek through five exotic lands (including the Amazon, Transylvania, and even the moon), pick up all the gold and jewels scattered about, and then make it back to Duckburg and his money bin. Naturally, all manner of rivals and enemies try to thwart his progress.

DuckTales is refreshingly non-violent. Scrooge's only weapon is his cane, which he uses not only to swat bad guys but also to clear

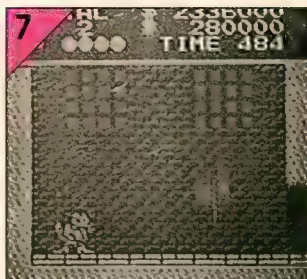
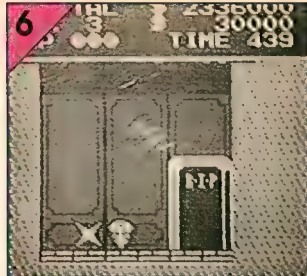


- 1 You can pay a high price to get through here, or you can backtrack to the left and find this hidden passage. It leads you to the boss of the Amazon.

The Amazon boss shakes the ground so hard it makes your pogo-jump impossible. Wait until he lands, then jump on his head.

- 3 Armored ducks are important in Transylvania. If you hit the armor and jump aside when the head falls off, you'll win a life-restoring slice of yummy cake!

4



obstacles and gain access to "unreachable" items.

As in the full-scale NES game, the doughty duck's main way of making progress is the pogo-jump, a versatile up-and-down movement that can be used for moving, fighting, uncovering bonus items, and exploring. Mastering it requires a tricky combo move with the A and B buttons — but you'll get the hang of it after a little practice.

- 5 The wall on the left is an illusion — you can pass right through it.

After passing through the fake wall, you'll find a star bonus, good for an extra hit point. You'll need it soon.

6

Wait for the Transylvanian boss to fly low, then pogo onto her head. When you must land, try to come down behind her. It's much safer.

7

THEY TOLD YOU, BUT YOU DIDN'T LISTEN.

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Super GLOVE BALL

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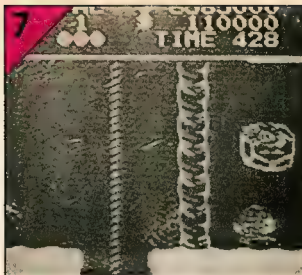
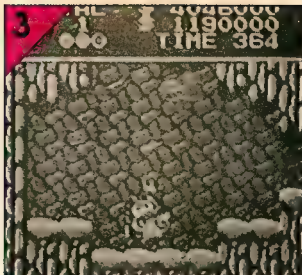


GAMEBOY PLAYERS

You can begin the game in any land you choose. Once you've found all the loot and destroyed the enemy boss, you don't have to come back. But there's a time limit for each treasure hunt. If Scrooge beats the clock, his wealth multiplies. If he doesn't, the game ends.

If you're worried about losing the loot you've collected, you can summon Launchpad Duck to pick you up and fly you to Duckburg to make a bank deposit. You can do this only once per trip, though, so timing is an essential element of good strategy.

This pocket-sized version of *DuckTales* is a skillful conversion. On its easy setting, it will appeal to



young or inexperienced gamers, while its more advanced levels are quite challenging. And like other really good Game Boy conversions, the graphics are actually better than the screen you'll see them on.

1 Return to Transylvania to get the key that opens the mines. It's in the first mirror you come to on the right.

2 The trickiest part of the mines is when you have to pogo off the heads of monsters leaping out of the water.

3 You can defeat the mine boss with your pogo-jump — if you wait until he's motionless. Try not to pogo while he's moving.

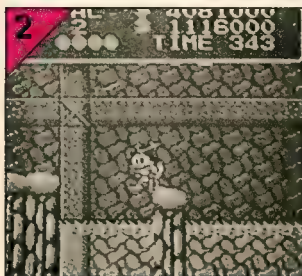
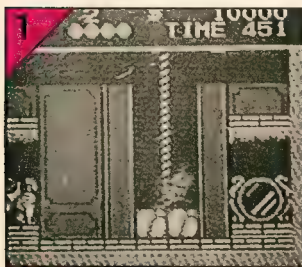
4 When you get to the Himalayas, you'll discover that you can't pogo-jump in the snow.

5 Move slowly here, darting forward and then quickly backward to fake out the falling icicles.

6 Whenever one of Scrooge's nephews appears, he'll give you some useful information.

7 Pogo off the Beagle Boy's head to reach the ice where Bubba Duck is frozen. Free him to win a star.

8 The Abominable Snowman is easy to beat. Avoid the falling snowballs, then pogo onto his head when all of the snowballs land.



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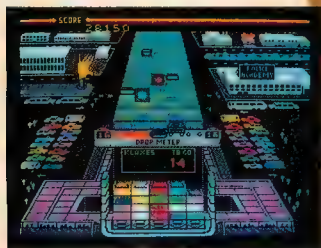
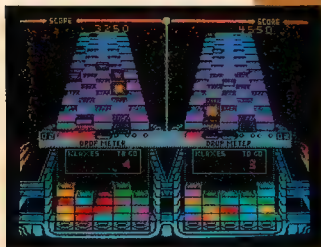
TurboGrafx™ and home computers.

KLAX makes you move fast — and think faster!

Catch colored tiles coming down a conveyor belt. Score big points by arranging them in stacks and rows.

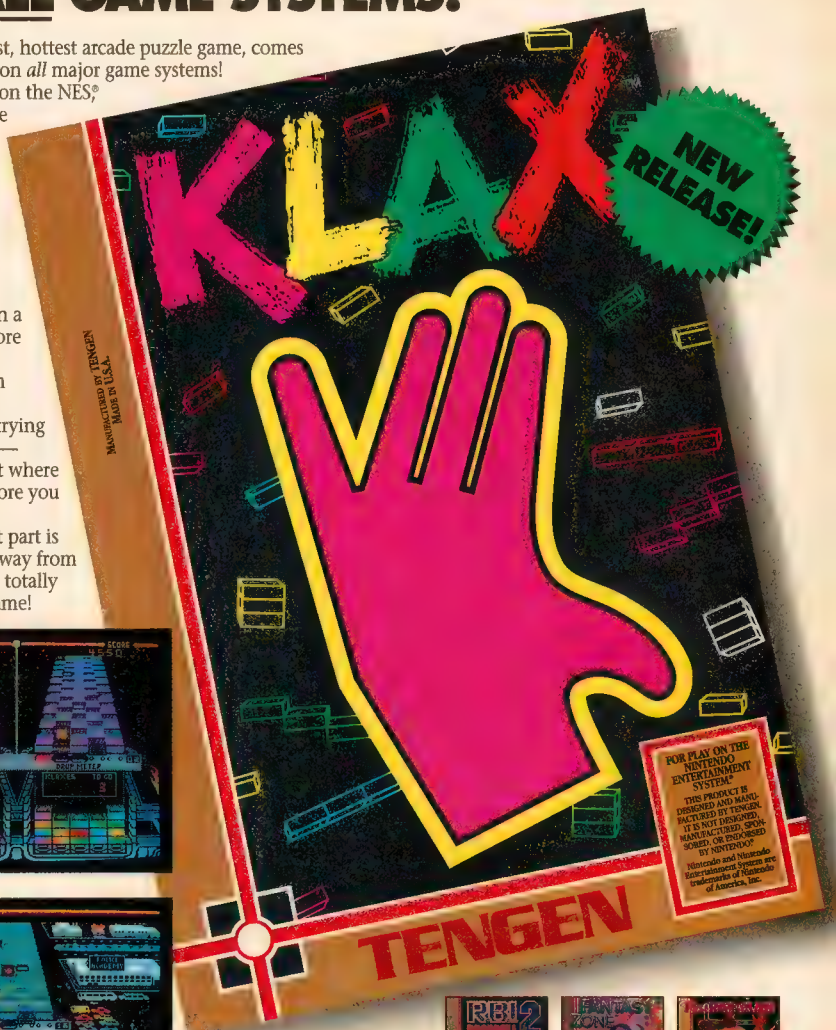
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Still wobbling from last month's flight in MicroProse's *F-15 Strike Eagle*, I hopped into Sega's *G-LOC* (loss of consciousness by G-force), unaware that this sequel-of-sorts to *Afterburner* was going to knock my Reeboks off. No kidding — this game will show you what the business of flying air interception in a U.S. Navy F-14 Tomcat is really all about!

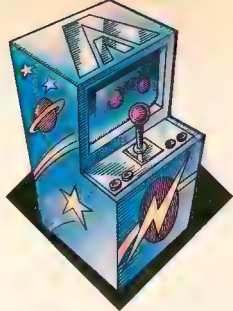
G-LOC offers three levels of difficulty: beginner, moderately experienced, and flat-out expert. The controls are the usual left-hand throttle lever with an afterburner button, and a right-hand control stick with a missile button and a cannon trigger.

After settling into *G-LOC*'s cockpit, get ready for an awesome ride. (There are two sit-down versions of *G-LOC* in addition to the stand-up machine, and the Deluxe sit-down model has a rocking cabinet.) When the game starts, your Tomcat sits poised on the carrier deck as steam builds up in the launch catapult. Check your control surfaces and wait for the signal to take off. When the catapult cuts loose, your burners light up and 60,000 pounds of aircraft leap into the air. After you clear the flight deck, your landing gear retracts.

Until now your point of view has been from just behind the jet.

1 The Head-Up Display (HUD) in the center of the screen indicates when you've locked onto a target.

Once you're airborne, however, your view zooms forward and you're in the pilot's seat. Take a moment to check out your "office." First you'll notice the head-up display (HUD), which projects various information on the center of the screen. Other indicators display your fuel level, missile and



ARCADE ACTION

G-LOC

Scott Wolf

damage status, radar, and aircraft attitude. The HUD also shows your heading and altitude above sea level.

The beginner level walks you through a nine-stage mission in which you don't use the throttle, and the bad guys pretty much wander right into your gunights. This level shows you how to locate and lock onto your targets, insur-

ing that your missiles will score hits. If you don't get the message, a digitized voice reminds you to "Fire! Fire! Fire!"

In *Afterburner*, the bad guys came at you from dead ahead. In *G-LOC*, you not only have to deal with those kinds of enemies, but also with jokers swooping past you from behind, daring you to give chase.

You'll also get to fly your Tomcat on some ground-attack missions, careening through canyons and knocking out enemy bridges and ground installations. They've got some pretty good anti-aircraft gunners down there, so be careful or you'll wind up with a few bullet holes in your canopy.

You should be able to complete the beginner course in no time, but don't relax yet — you still have to get back home. Has anyone seen an aircraft carrier around here?

Fortunately, your Tomcat is equipped with ACLS (Automatic Carrier Landing System). A display shows you the way home, and all you have to do is turn the way it tells you to, then keep the plane straight and level. After you've landed safe and sound, your squadron mates will throw you into the air in celebration.

The medium-difficulty level introduces the use of the throttle and afterburner, then sends you through 13 stages of fierce, high-

speed dogfights and ground-attack runs. This level may be the most fun of all, since it allows full use of the controls but stops just short of being life-threatening. Well, OK — it might threaten your life a little. But if your can-



ATARI 7800

ALIEN BRIGADE

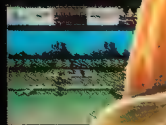
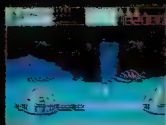
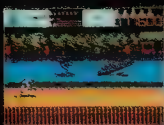
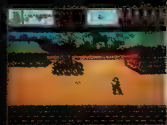
The Alien Brigade has entered the Atari 7800 system. Attacking with full frontal fury. Infiltrating your army. Turning your men into slimy zombies.

You've got a war on your hands. You've got to stay alive, man. You've got hostages to rescue. And your weapons are joystick or light gun controlled. So start wasting 'em. But be careful, you could be 86ing your own men.



One of the new games for the Atari 7800. Now oozing its way to a store near you.

AN ALIEN IS A WONDERFUL THING TO WASTE.



ARCADE ACTION

opy gets blown apart and you have to eject, you'll almost always get a good 'chute and live to tell about it.

Expert mode is where *G-LOC* really shines, though. The incredibly smooth and realistic

flight controls, combined with Sega's dizzying graphics, will have you convinced that you're 25,000 feet in the air with death screaming at you from all directions. And there's no self-centering joystick on this level, mate. Where you point this bird is where she'll go until you point her somewhere else. As in *F-15 Strike Eagle*, if you want to fly upside-down, go right ahead. Just remember which way is up when an unfriendly pilot comes knocking at your back door.

If a bogey does lock onto you from behind, your point of view zooms back outside the cockpit to show you lined up in *his* sights. That means it's time for some of that ace pilot stuff. Jam on the afterburner, break right or left, and dive. Then try the trick used by Tom Cruise in the movie *Top Gun*—hit the brakes and watch Mr. Bogey fly right past you and into your sights!

Flaming this guy is one of the most satisfying moments in the game. Don't let him catch you in one of the canyons, though. You'll

1 The Deluxe version of *G-LOC* has a sit-down cabinet that rocks 'n' rolls.

2 The regular sit-down version of *G-LOC* has a stationary cabinet, but the control layout is identical to the Deluxe version.

3 Most crowded video arcades will opt for the stand-up version.



probably fly yourself straight into a canyon wall trying to shake him.

G-LOC is a masterpiece, especially the Deluxe version with the moving cabinet. Just remember: Air sickness bags are not included.



ATARI 7800

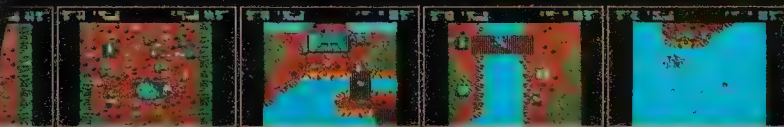
IKARI WARRIORS

You are the Ikari warrior on the Atari 7800 system.

You go behind enemy lines with nothing but machine guns, tanks, grenades and a prayer. You and your buddy wipe out the enemy, dodging bullets, knives and missiles. You have to rescue the colonel from an impenetrable fortress. And ammo is running low. Yes, war is hell. But you can handle it—with one or two players.

One of the new games for Atari 7800. Try it. If you're man enough.

THE BOYS ARE MAKING HOUSECALLS.



Warning: The Foll Chills, Dizziness And

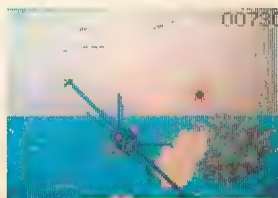


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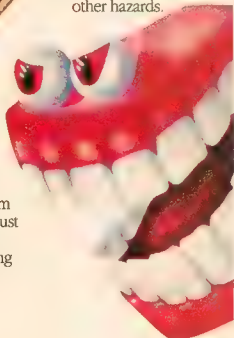


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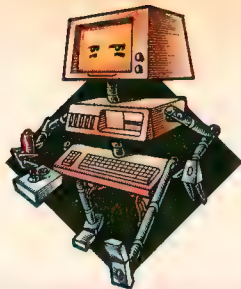
It's available at all major toy and electronic retailers. Call 1-800-443-8020 for the dealer nearest you.



Golf games are nothing new. In fact, golf games featuring Jack Nicklaus's face on the box are nothing new either. What is new about Accolade's *Jack Nicklaus' Unlimited Golf & Course Design*, however, is the main feature which distinguishes it from Accolade's *Jack Nicklaus' Greatest 18 Holes of Major Championship Golf*. Now, for the first time, you can design your own golf courses from scratch.

This feature is especially appropriate in a game that stars Jack Nicklaus. The "Golden Bear" has lent his hand to the design of a host of superb courses over the years, so he can offer as much advice about designing courses as he can about golfing. And offer advice he does, all the way through this fascinating game.

Unlimited Golf runs on a wide variety of systems. It requires 512K of memory and works with CGA, EGA, MCGA, VGA, or Hercules-compatible monochrome graphics. The greater number of colors provided by EGA or VGA is preferred, of course, especially when using the course-design features. Numerous sound boards are supported, including the AdLib, CMS Sound Blaster, Roland MT-32 and LAPC-1, Tandy three-voice sound, and the Casio CT-460 and similar



PC PLAYERS

WHO NEEDS A BULLDOZER?

Neil Randall

- 1 At the beginning of the game (and at various other times) this screen pops up with comments and advice from Jack Nicklaus.
- 2 The overhead view of the course shows how you'll move from one hole to the next. This is the screen you'll edit in the design program.

MIDI devices.

Unlimited Golf is actually two programs in one. The first, and the one you'd expect, is the golf game. *Unlimited Golf* updates Accolade's earlier *Jack Nicklaus* game in several ways, but primarily it draws the scenery much faster. Also new are an instant-replay feature, significantly better overhead views of each hole, and a grid that appears on the green to give you a better idea of how the ground slopes. Deciphering a green's "break" is a common problem in golf games, and *Unlimited Golf* is better than most at helping you visualize the layout of the hole.

You start a game of *Unlimited Golf* by choosing the course you wish to play and the difficulty level. Two predesigned courses are included on the disk, and you can use them as is, modify them, or create your own. The difficulty levels are beginner and professional, and you can opt for ladies', men's, or pro tees. (Ladies' tees are closest to the pin, while pro tees are the furthest away.) Finally, you can play the course either by yourself or against computer-controlled players. Two points to consider before challenging the computer players: (1) They're good; (2) They slow down the game considerably.

After the game loads, you have several other options. You can play

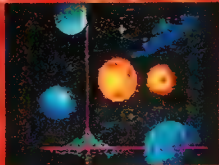
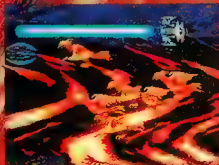


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radiates forth from
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flows and the thrust of massive
rock caves. Avoid losing control
amid perilous bubbles in
the murky depths ... to en-
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in realms of deeper dimension.

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Joe Montana Football™



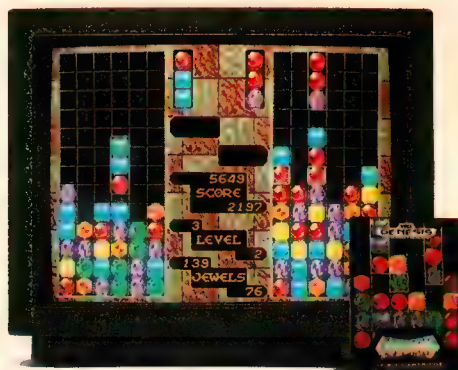
Super Monaco GP™



Pat Riley Basketball™



**James "Buster" Douglas
Knockout Boxing™**



Columns™

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PC PLAYERS

a round of golf on your chosen course, or you can practice on the driving range or putting green. Beginners are advised to try at least the putting green before heading out onto the course, because putting is difficult in this game.

Finally, it's off to the links. But before you get there, an attractive screen shows Jack himself offering advice about the course. Then you'll see an overhead view of the

entire course, followed by an overhead view of the first hole. After this, the scene shifts to the main playing screen, and you're ready to go.

If you chose the beginner level, your caddy will suggest the club you should use for each shot. On the expert level, you select your own club. (Interestingly, real golf is often the opposite, because beginners usually don't hire caddies.) After choosing the club, you aim by using the arrow keys. Next, you use the power bar to make your shot. As in nearly all computer golf games, the power bar controls both the power of your stroke and the degree of hook or slice. *Unlimited Golf's* power bar is neither more nor less effective than that of other golf games.

The main play screen shows the golfer, information about the hole, and boxes for aiming the ball and selecting a club. The power bar is on the left.

This approach shot has placed the ball on the green, just to the right of the pin. Note the two triangular measures on the power bar.

Landing in a water hazard costs you a stroke. Now if you can just keep the wind from blowing you into the drink once more....

The grid, and the indicator at the bottom left, show how the green breaks. Be very careful not to putt too hard.

The computer takes into account overswings, underswings, hooks, slices, the wind, and even the relative moisture of the ground (in other words, the green and fairway speed). There are roughs, sand



PC PLAYERS

Continued from page 10

traps, water hazards (with replay or drop options), hills and valleys, trees, rocks, and buildings. This game even treats the cart path as a possible hazard.

Putting is the most difficult part of the game. *Unlimited Golf* pays strict attention to the makeup of the green, and so should you. If you slightly over-putt on a downhill green, for example, you run the risk of seriously overshooting

the hole. The break grid which is overlaid on the green for each putt helps you line up your shot, but it's still difficult. Aim carefully, because missing the hole is extremely easy.

So far, *Unlimited Golf* sounds like an enhanced version of *Jack Nicklaus Golf*. But what really sets this package apart is the course design feature, which is loaded as a separate program. You have the option of either editing an existing course (such as those included on the disk) or creating an entirely new course. If you edit an existing course, be sure to keep a backup copy of the original file; it will be overwritten when you exit the program.

Everything about designing a course is under your control. The

Although it's not necessary, it's easy to alter the topography of the entire plot before beginning your course design.

1 This hole is laid out along the stream near the left side of the screen. It has a small dogleg.

2 With no hills or objects, the hole looks too plain, so you'll want to adorn it.

3 To make things more interesting, add some bunkers, a water obstacle, and a couple of steep hills around the green.

Course Screen begins the process, and you can either start from scratch or work with an existing land plot (Seaside, Suburban Ohio, and Desert are included). You can completely change the topography and landscaping; touch up or repaint the background scene; and



SPLATTER

JUST KEEP TELLING YOURSELF:

IT'S ONLY A VIDEO GAME...

ONLY A VIDEO GAME...

ONLY A VIDEO GAME...

It started as a college field trip to an old and somehow evil mansion. You just wanted to study the gruesome experiments of the world's most renowned, yet twisted parapsychologist.

Then, things started going wrong. Terribly wrong. The last things you remember were a blood curdling scream and a dull thwack to the back of your skull.

You awaken to find someone or something has taken your girlfriend, and to save her you'll have to slaughter seven levels of monstrous ghouls.

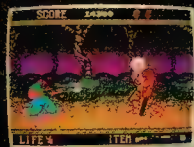
You're about to find out exactly why this horrible place is called Splatterhouse.

And why no one has ever entered, and lived long enough to talk about it.

SPLATTERHOUSE



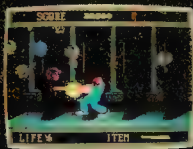
To get a ghoul's attention, try a two-by-four to the head. (The slime stains should come out in the wash.)



He's got a chainsaw. You've got a 12-gauge shotgun. Who will cut who in half?



Punch and kick the bloody guts before they suck the life out of you. That surgical get-up you're wearing is quite attractive.



Killing the head is tough. To have a ghost of a chance, try the two-by-four again.



How tough is this maggot-eaten boss? You've got to give him a hand, he uses his head.



**TURBO
16
GRAFX**

NEC

Manufacturer's suggested retail price for the TurboGrafx-16 system is \$159.99.
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PC PLAYERS

even redesign the look, color, and shape of obstacles like trees, rocks, and buildings. At any point you can get a first-person view of the course from a number of different perspectives.

You're free to do as much or as little designing as you like. If you're largely satisfied with an existing land plot and just want to add holes to it, fine. But if you want to see what a golf course would look like in your own neighborhood, just draw the neighborhood and add the course. *Unlimited Golf* is astonishingly flexible.

The Course Routing option lets you determine the routes for each hole. Working from an overhead view of the entire land plot, just point a crosshair to where you want the tee. Then move the crosshair to either the pin or a dogleg (a curve in the course). If you create a dogleg, finish the route by moving the crosshair to the pin. That done, you can either work on the hole some more or mark routes for sub-

sequent holes. This determines the strategic design of the course.

To work on an individual hole, select the Edit Hole option and choose the hole you want to develop. An overhead view appears, showing both the routing and the topography. Now you can choose from six "paint brushes" and eight colors to rework the hole. Each color represents a different type of terrain: greens, bunkers, fairways, roughs, water hazards, and so on. (In CGA and monochrome modes, the various terrains are represented by different patterns instead of different colors.) Basically, you paint on the screen as you would with a conventional paint program, then fill it in using the fill command. If you don't like what you did, you can Undo or Erase. It's easy, and it's great fun.

Making hills and valleys is even more fun. You select the height of the hill or the depth of the depression, anywhere from 63 feet high to 63 feet deep. Then draw the area of the hill, fill it in, and choose Build Hills. The overhead screen immediately shows a 3-D view of the course with the new terrain feature added.

You can then place objects on the course — everything from tees to trees. Many objects are included, and you can place them wherever you wish. From time to time, Jack

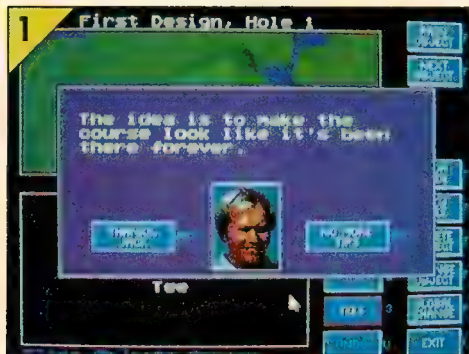
Nicklaus pops up on the screen to offer advice, letting you know his particular preferences without interfering with your work.

Once you've designed your course, or at least part of it, you'll probably want to exit the design program and enter the golf program to see if you've created an elegant, playable course or an unmitigated disaster.

While it's certainly easier to simply buy course disks for your favorite golf game, designing your own with *Unlimited Golf* is extremely satisfying.

GP

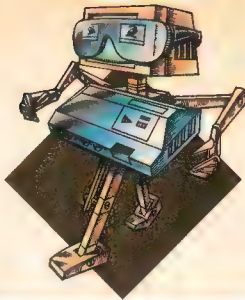
- 1 Jack offers some advice about aesthetics. Some of his advice is helpful; some you can easily ignore.
- 2 You can view a hole from any perspective you want.
- 3 This screen lets you put trees, buildings, rocks, tees, and pins on the course.



The Sega Genesis has redefined what to expect from a home videogame system. Its graphics capabilities come closer to arcade quality than any other home game machine. The Genesis also offers some of the best sound effects and music — all in stereo — available on any home game system.

As the first full 16-bit videogame machine available in the United States, the Genesis has enjoyed a theoretical advantage over the competition. Sega has been working hard to exploit that advantage with a growing library of famous-name and celebrity-endorsed games, such as *Tommy Lasorda Baseball*, *Arnold Palmer Golf*, *Michael Jackson Moonwalker*, *Joe Montana Football*, *Pat Riley Basketball*, *Buster Douglas Knockout Boxing*, and *Spider-man*. As a result, Sega has reportedly captured more than 85 percent of the 16-bit videogame market — roughly the same percentage of the 8-bit market that Nintendo owns (although in terms of units sold, Nintendo still has a huge lead over Sega).

But things could change drastically next year. That's when many observers think the fabled Nintendo 16-bit system, the Super Famicom, will be released in America. It's already scheduled to be released in Japan this November. You can bet that Sega will be watching this development closely.



SEGA PLAYERS

New Technology, New Competition

Matthew A. Firme

- 1 The Master System II, Sega's redesigned (and lower-priced) eight-bit videogame machine.
- 2 *Aerial Assault* is among the new titles announced for the Master System.

With the kind of name recognition and loyalty that Nintendo enjoys among game players, the Super Famicom could pose some real competition for the Genesis.

Will the Super Famicom's graphics outshine those of the Genesis? In theory, yes. Among other things, the Super Famicom can reportedly display more than 32,000 colors, compared to 512 for the Genesis. However, game quality depends not only on hardware, but also on software — on how well the games are written. (For example, we've seen some 8-bit Nintendo games that have better graphics than some Genesis games, even though the Genesis hardware is theoretically superior.) So only time will tell if the new games for the Super Famicom will live up to its impressive specs.

And what about sound? Will the Super Famicom's sound capabilities exceed the ten-channel stereo sound of the Genesis? This answer, too, is probably yes — especially if Nintendo uses QSound.

What is QSound? Basically, it's a new stereo technology that reproduces a three-dimensional environment with sound. Using a pair of ordinary stereo speakers, QSound creates the sense that sounds are coming from all around you — from anywhere in the room, even from behind you. Under the right conditions, you seem to be



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BATMAN



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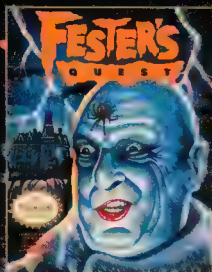
DOES HE GET DERFUL TOYS?"



DEEP BENEATH NEW YORK CITY
TERROR LURKS.



PUT GOTHAM CITY™
IN THE PALM
OF YOUR HAND.



ARE YOU GOOD ENOUGH?



WE DARE YOU
TO MAKE THE JOURNEY.

FROM SUNSOFT® OF COURSE!

SEGA PLAYERS

surrounded by sounds, not simply listening to a pair of speakers a few feet away. (For a more detailed explanation of QSound, see the "Nintendo News" column elsewhere in this issue.)

The appeal of QSound in videogaming is obvious. As enemy spaceships zoom toward you on the screen, the roar of their engines could seem to approach you as well. Then, as the ship zooms past you and off the screen, you could actually hear the engines fading *behind you*. In the same way 3-D glasses add an extra dimension to the *graphics* of a game, QSound can add depth to the *sound* of a game.

In 1989, Nintendo of America, Inc. signed a multimillion-dollar deal to use QSound in future products. After many months of secret work, the special QSound chip that Nintendo needs is all but finished. It's very likely that QSound will either be a standard feature or an optional add-on for the Super Famicom when it debuts in Japan

this year.

With QSound, Nintendo might be able to overshadow the stereo sound of the Genesis and other competitors. And as competitive as the videogame industry is, any edge in technology could be very important.

Sega fans shouldn't panic, however. There's one interesting detail in the agreement Nintendo made with QSound Ltd., the company which owns this new technology. QSound Ltd. is free to sell the technology to any other company that wants to buy it—including other videogame manufacturers. It's possible that QSound could also end up on the Genesis, the NEC TurboGrafx-16, and other game systems (such as coin-operated arcade machines).

If Sega does adopt QSound, does that mean everyone who owns a Genesis machine without a special QSound chip won't be able to take advantage of QSound? Not necessarily. Sega, like Nintendo, could either build QSound into future game machines or sell it as a plug-in accessory that works with

existing machines. This would allow Sega to remain competitive without alienating those who already own a Genesis.

Of course, this is only speculation at this point. As of now, Sega hasn't announced any plans to use QSound. But if Nintendo begins using QSound—and if it's as exciting as its backers claim it is—Sega players, too, could be enjoying this thrilling new audio technology.

Master System II

Despite all the news about 16-bit videogame systems, 8-bit systems still make up the overwhelming majority of game machines in the U.S. In Great Britain, in fact, the Sega Master System is much more popular than Nintendo's 8-bit.

In an effort to make the Master System even more attractive in the U.S., Sega has redesigned the machine, giving it a smaller, sleeker look. The price tag is smaller, too, reduced to a suggested \$59.95—compared to \$79.99 for a comparably equipped Nintendo.

The redesigned Master System II is compatible with all existing Master System games, and the popular *Alex Kidd in Miracle World* will be built into the console instead of *Hang-On*.

More titles are coming out, too. Sega's attention is obviously fo-

1 *Paper Boy*, one of the most popular games around in any format, will soon be available for the Master System.

2 *Lakers vs. Celtics* from Electronic Arts brings your favorite NBA stars to the Sega Genesis.



SEGA PLAYERS

cused on the Genesis, and new Master System titles have been few and far between this year. But Sega has decided to release Master System versions of many Genesis games. Among these will be *Pat Riley Basketball*, *Michael Jackson Moonwalker*, *Joe Montana Football*, and *James "Buster" Douglas Knock-out Boxing*. Other games, such as *Columns* (Sega's answer to *Tetris*) and the ever-popular *Paper Boy* will also make their Master System debuts.

In all, more than 20 new Master System titles should be available by the end of this year.

Electronic Arts: From PC To Genesis

Electronic Arts, a giant among computer game publishers, seems to be backing the Genesis all the way. The latest example we've seen is an early version of *Lakers vs. Celtics*. This computer game con-

version is a pro basketball fan's dream come true. Unlike *Pat Riley Basketball*, it allows you to play your favorite NBA team with a roster of real NBA players, including Michael Jordan and Magic Johnson.

On top of that, each player has a full set of statistics reflecting his actual abilities. You can substitute players, shoot three-pointers, and even get called for fouls, charging, and traveling. From the lineup of players to the realistic game play, *Lakers vs. Celtics* is shaping up as one of the best basketball games we've seen.

Now that Sega and Electronic Arts have signed a licensing agreement, there's been plenty of news of cooperation between the two companies. For instance, Sega has agreed to release 20 Electronic Arts titles under Sega's name in Japan. And under a previous agreement, Sega is releasing two EA games — *Abrams Battle Tank* and *688 Attack Sub* — in the U.S. under its own label.

EA has also launched a new promotion called "Software for Life." The deal allows people who already

own an EA game for another machine (such as an IBM PC compatible or an Amiga) to buy the same game at half price when it becomes available on the Genesis.

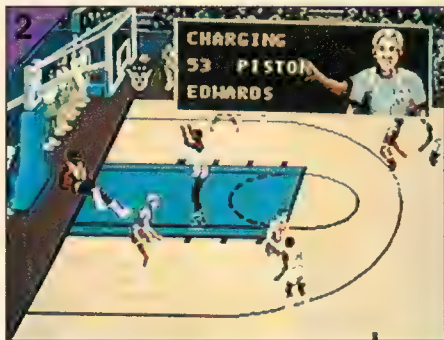
This suggests that EA is planning to re-release a large number of hit computer games for the Genesis — welcome news to anyone who has played EA's many excellent computer games over the years.

GP

1 Every team in *Lakers vs. Celtics* features a full, true-to-life bench and starting five.

2 Don't push too hard when driving for the basket, or you'll be called for charging.

3 Edwards is singled out again. In *Lakers vs. Celtics*, the ref calls each game as though it were the final game in the championship.





REMEMBER WHEN

MOMMY TOLD YOU NOT TO

PLAY WITH FIRE?

MAYBE YOU SHOULD HAVE LISTENED.

She'll say, "If you play Devil's Crush video pinball in the underworld, you'll get horribly burned."

And you will.

You'll probably get fried many times while locked in immortal battle with the Devil's elite guards. The

dragons will roast you. The skeletons will toast you. The sorcerers will plan a barbecue around you.

But you'll have to flip your way past all of them to fight the ultimate Armageddon with the Devil himself. The big Kahuna awaits.



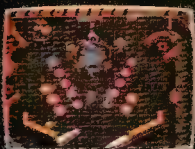
This happy skeleton keeps an eye on you and laughs like a demonic clown when you die.



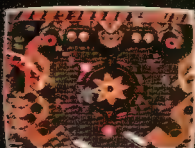
The 5-headed dragon spits fire and brimstone at your pinballs.



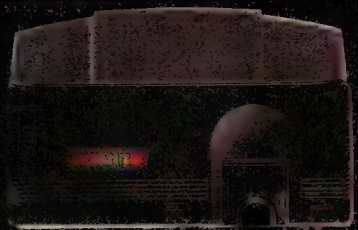
There she is. The Shee Gint. So beautiful when she sleeps. Such an evil skag when she awakens.



Could this be the evil skag prophesied in an earlier caption?



The robot-ones can help you focus your rage.



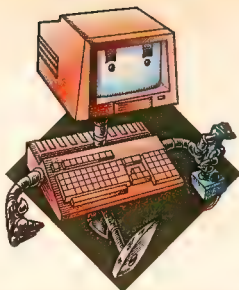
NEC

Videogame players can be divided into two distinct camps: those who like *Asteroids*-style games and those who don't.

For those who weren't around during the dawn of videogaming, *Asteroids* was a space game in which you tried to blast hurtling rocks into cosmic dust. If an asteroid or a fragment hit your spaceship, you were destroyed.

The unique part of *Asteroids* was how you steered your spaceship. Instead of using a joystick, the original arcade version had two rotation buttons and a thrust button. To change direction, you'd rotate your ship either clockwise or counterclockwise, then thrust forward. Since the ship obeyed the laws of inertia, it would keep drifting in the same direction until it either lost momentum or was rotated to a different position and the rockets fired again. Unless you were a pro at this style of navigation, you'd soon find yourself tumbling helplessly into a hailstorm of asteroids.

Plenty of people liked *Asteroids*, so they'll be glad to hear that variations of this classic game are making a comeback. Not too long ago, MicroIllusions released an Amiga game called *Dr. Plummet's House of Flux*, which was a cross



AMIGA PLAYERS

Harmony Vs. Turmoil

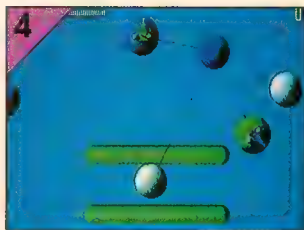
Sheldon Leemon



between *Asteroids* and *Lunar Lander* (another classic game featuring inertial flight). Now Accolade has come out with *Harmony*. The packaging implies that *Harmony* is a nonviolent "new age" game unlike the barbaric games of the past, but *Asteroid* fans won't be fooled.

In *Harmony*, you control a sphere called a Seeker. It contains a pointed triangle which looks strangely like a rocket ship. You use the Seeker to prod a bunch of asteroid-like Energy Spheres, trying to make spheres of the same color collide with each other so they'll "synergize" and disappear. The clincher is that you steer the Seeker by rotating and thrusting.

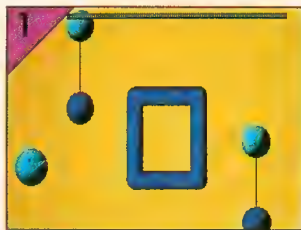
The fact that *Harmony* is remi-



niscent of an old favorite is hardly a strike against it, of course. In fact, *Harmony* puts a clever new spin on an old idea. Instead of shooting the spheres to clear the screen, you make them merge. (They make a pleasant little sound each time they bump.)

To add a bit of spice, most levels have barriers or tunnels. On other levels, two or more of the spheres are joined to each other (or your Seeker) with an elastic cord.

In what's called mantra mode,



1 *Harmony*: Merging spheres of the same color can be tricky when there are barriers in the way and the spheres are tied together with elastic cords.

2 If you're not quick enough, the spheres explode into pods which rob you of energy.

3 On bonus levels, you try to pick up pods of a certain color for extra points.

4 Having another player around can make things easier — but only if you work in harmony.

you have an unlimited amount of time to finish each level and perfect your skills. But in the normal mode, there are two additional complications.

First, whenever two spheres of different colors bump together, they create a pod which turns into a sphere of a third color. If you're not careful, you can end up with more spheres than you started with. Second, the spheres are unstable. If you don't "harmonize" them quickly, they explode, robbing you of power and perhaps a life.

Thanks also to a cooperative two-player mode and a save-game feature, *Harmony* is a most pleasant gaming experience.

Puffy's Saga

Ubisoft's latest Amiga game doesn't have any new age pretensions, but if you're looking for an entertaining variation on another golden oldie, you won't be disappointed in *Puffy's Saga*. In this cross between *Pac-Man* and *Gauntlet*,

1 *Puffy's Saga*: Each level has numerous power-ups and monsters.

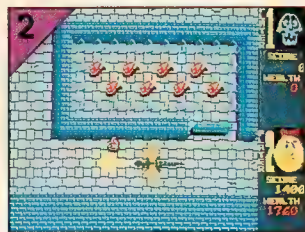
2 You're better off not exploring too many side tunnels on level 1. If you get nosy, you might find yourself being chased by a fire-breathing dragon.

3 Level 2 is populated with dozens of ghosts, but the typhoons are an even greater hazard.

4 Level 3 is much more difficult than it looks — don't let all those meaty drumsticks fool you.



AMIGA PLAYERS



you've got to gobble power dots and avoid ghosts, but there are treasure chests, magic keys, monsters, and potions as well.

You start the game as either Puffy (boy) or Puffyn (girl). The choice is significant because Puffy's shots are stronger and he loses fewer life points to monsters, but Puffyn can keep the magic objects she picks up for a longer time.

Each level of *Puffy's Saga* consists of a large scrolling maze with plenty of secret passages and traps. To finish a level, you must eat all of the power dots. There's usually a quick way to finish, but if you stick around long enough you may find objects that will help you on higher levels.

The graphics and animation are extremely appealing. As in most arcade-adventures, though, it takes awhile to become familiar with the different kinds of magic objects. The drumsticks are fairly recognizable, but the extra speed, repellency, and transportability objects aren't easily identified.

The sound effects are particularly clever, and the game designers had the good sense not to overuse them. Sometimes when you



eat a drumstick, you hear Puffy or Puffyn say, "Yum, yum!" They might say "Oooh!" when they hit an energy-draining force-field, or "Feeling bad!" when their life force gets low.

Although you can get rid of some enemies by shooting them, strategy and experience are much more important than firepower. Avoiding trouble is the key — tempting treasure troves are often guarded by so many traps that they're not worth the trouble.

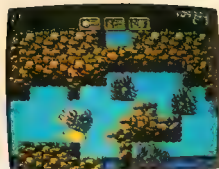
As with *Harmony*, you can save a game in progress (though only at the end of a level), and there's a two-player mode in which both characters are free to roam the board at the same time.

Puffy's Saga is more complex than *Harmony*, since there are more types of objects on the board. But best of all — for those who didn't like the inertial flight controls in *Asteroids* — it uses the traditional four-direction joystick control. Rookie astronauts such as myself don't have to worry about spinning madly off the screen.



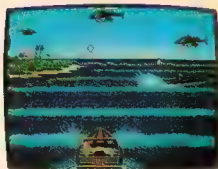
**17 COMPANIES
HAVE EARNED
THE RIGHT TO
DISPLAY THIS SEAL.**





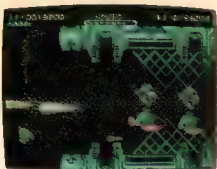
TREGO Atomic Robo-Kid™

Trash mutant life-forms and save the earth in this radical adventure!



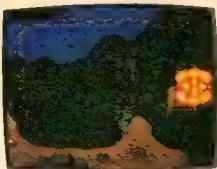
NUVISION Bimini Run™

A unique, action-packed, high-seas adventure where strange sea creatures tax your skills.



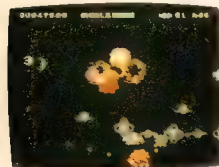
RENOVATION Whip Rush™

A horizontal and vertical scrolling game where you operate a mighty jet fighter and challenge seven stages of shooting scenes.



KYUGO TRADING CO. LTD. Cross Fire™

A shooting action game featuring helicopters in death-defying combat!



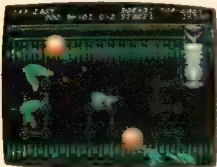
INTV CORPORATION Curse™

An intense shooter as you fly an attack craft through alien hazards to reach the ultimate goal—the quest of the Solar Grail!



KANECO DJ Boy™

Rollerskate to action and win the ultimate street fight challenge.



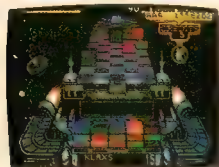
SEISMIC Hell Fire™

Shoot or die in this horizontal scrolling shooting game.



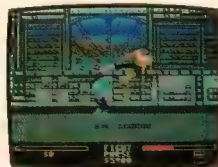
BAGES CREATION Insector X™

Destroy insect worlds full of danger in this intense shooting game based upon the arcade hit



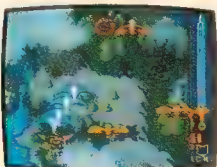
TENGEN Kikou™

Move fast and think faster in this strategic video challenge. Catch and arrange color tiles coming down conveyor belt—this is a scream!



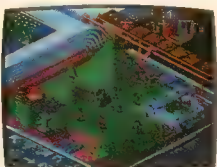
ACTIVISION Mondus' Fight Palace™

Role playing fun, hit music and great sound effects for 1 or 2 players—outrageous!



NAMCO Phallor™

Apollo challenges enemies to rescue Artemis in this arcade classic with vivid graphics and animation.



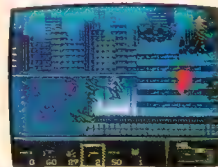
ELECTRONIC ARTS Populus™

The first game of its kind. The player becomes a Divine Power looking over a new world and the birth of two warrior nations.



VIDEO SYSTEM Super Volleyball™

Total volleyball action that puts you in the game. Go for the spike—this is tournament play at its best!



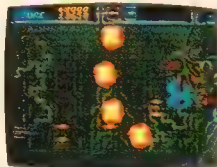
DREAMWORKS Target Earth™

In this action space-fantasy game, Earth is under attack from an invading cyborg armada. Your mission is to protect the planet at all costs—Good Luck!



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You're a cop, detective and road warrior of the future. Your mission is to rid society of radical gangs of punks and thugs. Arm yourself and aim straight!



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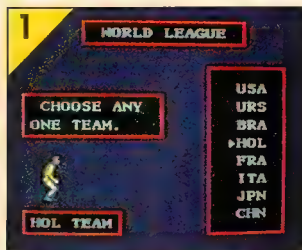
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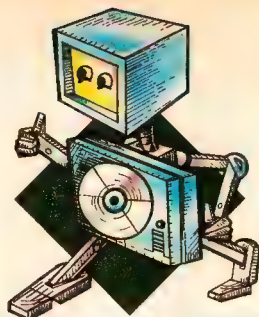
Let's take a long look at a superb new sports game, a shorter look at an unusually graphic action game, and a quick look at a challenging puzzle game that's already popular on several other videogame systems.



Super Volleyball

At some point in our school years, we've probably all played volleyball. It's a fast-moving team sport that appeals to boys and girls alike. It doesn't require great strength, and unlike most sports, members of both sexes can compete on a nearly equal basis. Although it's possible to get hurt playing volleyball, this never happens as a result of intentional body contact and almost never as a result of getting hit by the game equipment (unless the floor counts as equipment). Furthermore, volleyball emphasizes quickness, agility, and good eye-hand coordination. In other words, it's perfect for both youngsters and grownups.

Volleyball hasn't done very well as a videogame or computer game, though. Maybe the reason is



TURBO PLAYERS

Super Volleyball, Splatterhouse, Klax

Neil Randall

that volleyball (except for the sun-and-surf beach variety) is not a popular spectator sport. People don't watch it on TV on Sunday afternoons, nor do they flock to stadiums to cheer on their home team. Just about the only time it surfaces at a national level, in fact,



is during the Olympics, and then only briefly.

Super Volleyball for the TurboGrafx won't turn this fine sport into the new national pastime, but it might help solve the game's unpopularity among videogamers. It's a strong, colorful simulation of indoor volleyball, complete with a variety of serves and spikes and the chance to play in an international tournament.

You begin by choosing a one- or two-player game. (You'll need a TurboTap adapter for two players, of course.) Several other options are available, including the ability to alter an existing team or create an entirely new team of your own.

Three of the options will have important effects on the game. First, you can set the ball speed to slow, normal, or fast. (The fast

1 *Super Volleyball*: You can choose from a variety of different national teams. But if you don't like the choices, go to the team editor and create your own team.

At the end of each game, *Super Volleyball* gives you a screen of statistics. This performance by the Dutch team was pretty pathetic, but that's partly because they were playing with a handicap.

2 Running serves are the strongest but also the hardest to control. If you're not confident, stick to an underhand or side serve.

3 Spikes are a classic volleyball move. But be careful — a good defender can spike the ball right back to you.



speed is the closest to real life, and you'll want to advance to this speed as soon as possible.) Second, you can handicap either yourself or your opponent (whether it's another player or the machine) to make the game more competitive.

Finally, you can choose how many points the two teams begin the game with. If you don't change anything, games always begin with a 10-10 tie, but you can start them anywhere you wish. Keep in mind, though, that starting a game at 0-0 will result in a long, drawn-out

TURBO PLAYERS

(For instance, a 14-14 tie must be settled 16-14, not 15-14.) This is also true in tournament volleyball and *Super Volleyball*, but to keep the games from getting too long, 16-16 ties can be settled 17-16.

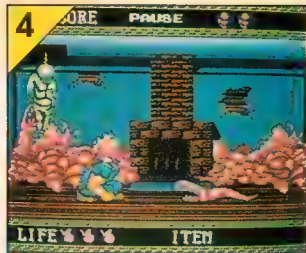
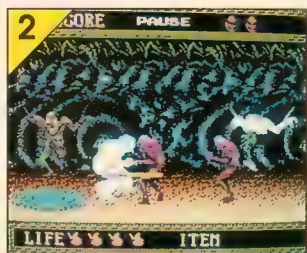
The other tournament rule is invoked if a match goes to a fifth set: All plays result in a point scored. In other words, losing a serve in the fifth set means giving your opponent a



contest. You'll probably want to stick with the 10-10 default, especially when playing with a friend.

For the most part, *Super Volleyball* conforms to six-player indoor volleyball rules. The first team serves and either scores a point or loses the serve (by missing the ball, hitting the ball out of bounds, or by touching the ball more than three times before returning it over the net). The next time that team serves, the players rotate positions. The first team to score 15 points wins the set, and the first team to win three sets wins the match.

Super Volleyball adopts two rule variations found in international tournament volleyball. In regular volleyball, a set must be won by at least two points, not just one point.



1 *Splatterhouse*: Rick loses a heart each time he's hit. Losing five hearts costs him one of his three lives.

2 The skeletons make pools of acid. If Rick steps in them, he loses a heart. Jump over them, but watch out for the zombies.

3 These guys lose their heads — literally. And when they do, the heads come flying toward Rick. Step back and swing again.

4 In this room, vicious snakes leap from the piles of guts. Kick them out of the way, even if they manage to bite you. Otherwise they'll hang on and bite again.

point.

You can choose from four different kinds of serves in *Super Volleyball*, ranging from a standard underhand to a running smash. The ball turns red to signal the best moment to hit it, but you can still miss.

You have control over the movement of only one member of your team, and this player is most valuable as the first player to start the return. When he gets the ball to the net, a teammate sets it up, and you can aim the spike. You don't have to wait until the third hit to return the ball over the net, of course, but spikes are far and away your most dangerous weapon.

Other crucial moves are available, too. You can watch your rearmost player leap backward for the ball, control the direction and speed of your player's attack, spike the ball toward your opponents'

feet, or fake the spike and tap the ball over their heads. It's all here, and it's extremely well done. *Super Volleyball* is a good sports simulation that's lots of fun, and it's an excellent game for multi-player tournaments.

Splatterhouse

This unusual game is aimed squarely at those legions of people who flock to the theaters to see the latest sequel to *Friday the Thirteenth*, *Halloween*, *Nightmare on Elm Street*, or any of the other hack 'n' slash horrors. If you find those kind of movies too violent and gory, then by all means avoid *Splatterhouse*.

The good news is that the guy wearing the hockey mask in *Splatterhouse* is a good guy, not a homicidal bad guy. His name is Rick, not Jason, and he has a "hell mask" attached to his face as a result of an unwanted encounter with an evil force.

Rick and his friend Jennifer visited an abandoned house as part of a school project, and now Jennifer is missing. To rescue her, he must fight his way through seven levels of creeps, ghouls, and bizarre creatures. He can punch and kick, and pick up wrenches, sticks, and other weapons. He takes on zombies, poisonous snakes, sewer monsters, and every other kind of monstrosity you'd expect in a horror flick. Finally, at the end of the seventh level, he comes face to

TURBO PLAYERS

AN INTERVIEW WITH A VIDEO GAME DESIGNER

face with the true source of the evil.

In terms of game play, *Splatterhouse* isn't much different than a number of other videogames in which you go through level after level of bad guys in order to reach the super bad guy. But the graphics in *Splatterhouse* are much more detailed and explicit. Among other things, you'll encounter skeletons that vomit poison, gruesome snakes that bite and cling to your legs, and piles of bloody body parts.



It's actually a good game, but some people find the graphics a little too much. Take a look at this one *before* you buy.

Klax

If you've been following the last few issues of *Game Player's*, you've already seen our reviews of *Klax* for other videogame systems. (The Nintendo version was reviewed

Klax: Each wave begins with a screen that defines your goal. In this case, you must get five Klaxes (three tiles of the same color arranged in a horizontal, vertical, or diagonal row).

1

At first it's easy to catch the tiles as they come clattering down the ramp. Pretty soon, though, they start moving faster and piling up at the bottom of the screen.

2

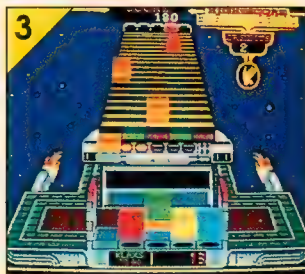
Vertical Klaxes are the easiest to make, but horizontal and vertical Klaxes are worth many more points.

3

in the August issue and the Atari Lynx version was covered in September.)

The TurboGrafx version is almost identical to the other versions and is every bit as exciting. Like *Timeball* (reviewed elsewhere in this issue), *Klax* is a fast-moving puzzle game that'll keep you glued

to the screen for hours and hours. If you want a quick-paced mental challenge — one that rivals *Tetris* — take a good look at *Klax*.



Only in America could slime become fashionable. It seems to have started back in 1979 when ugly black sludge oozed from the drains and walls of a haunted house in *The Amityville Horror*. Then, in the 1980s, Bill Murray was harassed by a messy manifestation in *Ghostbusters*, and the idea was carried to its inevitable extreme when New York was practically flooded with slime in *Ghostbusters II*.

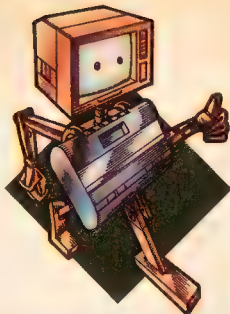
Now we have a videogame called *Todd's Adventures in Slime*



1 In Atari's *Slime World*, you'll soon find yourself knee-deep in trouble.

World for the Atari Lynx. *Slime World* positively glories in slime. Deep within the caverns of Slime World — “a planet teeming with slimy, gooey, disgusting lifeforms” — deep pools of slime await the unwary. Cascading waterfalls of slime (slimefalls?) threaten to drown you in thick, green mucus. Giant globules of slime drip from the ceilings. Rivers of brightly colored slime constantly flow down the cavern walls.

In fact, *Slime World* is so awash in slime that it classifies the yucky stuff into various categories. So-called normal slime is the ordinary muck you walk on; slippery slime is like ice, and won't let you gain a foothold; sticky slime is like glue, slowing you down to a shuffle and



ATARI SAFARI

Slime World

Tom R. Halfhill

taking away your ability to jump; and bouncy slime is a rubbery concoction that makes it seem as though you're hopping on a trampoline in a sewer.

On top of all that, you have to deal with those slimy lifeforms. *Slime World* is populated with 19 different breeds of repugnant monsters, and they apparently evolved according to some twisted Darwinian principle of survival of the grossest. Among the creatures you'll encounter are the octospids, redeyes, maggots, drools, flyheads, groaches, spitters, scabs, bloodflies, zits, headsuckers, mildews, and blood-groaches.

When you destroy one of these monsters, it's not a pretty sight. They explode in a shower of “boogers” — gummy globs of goo that stick to you until you can take a bath.

Even worse are the red boogers. These blobs spew forth when you zap a blood-fly, and any contact with them is instantly fatal.

Just what are you doing on this putrid mission? That depends on which mission you undertake. *Slime World* is really six games in one, and you can start anywhere you like. Most of the missions require you to escape a maze of underground tunnels, but each one is slightly different. Some are action-oriented adventures that demand arcade skills, while others emphasize logic and mapping.

You start most missions with a water gun and an automatic mapping computer, and you can find other useful things inside the caverns: slime shields, jet packs, mega bombs (very dangerous), pools of water (for washing off slime), and cleansers (which turn pools of slime into water).

Slime World has other nice touches, too. When you press the pause button, the screen displays a code that lets you resume the game later at that point. (Try 8AOACE if you're having trouble finding the exit in Adventure 1.)

By using your Comlynx cables, you can connect as many as eight Lynxes together for multiplayer missions. To avoid confusion in multiplayer games, the person you control always has blond hair.

Atari describes *Slime World* as a “wonderfully gross and repulsive adventure game.” We'd go a little further. Thanks to its depth, varied game play, and exceptionally scummy graphics, *Slime World* is a delightfully disgusting and revolting game for anyone who likes good unclean fun.

MEGA MAN

NINTENDO GAME OF THE MONTH

Chris Slate
Jonathan Gagnon

Very few games ever generate a following large enough to justify a sequel. Even fewer become trilogies. To achieve this, a game must generate lots of excitement and have many thousands of loyal fans. *Mega Man 3* qualifies on both counts.

The original *Mega Man* was a sleeper—the game gradually grew popular by word of mouth. But when *Mega Man 2* was released, it was an instant hit. Nearly everyone went crazy over the little android who saved the world from Dr. Wily, and Nintendo players everywhere couldn't get enough.

Now Mega Man is back for his third adventure in one of the largest games ever released for the Nintendo Entertainment System. *Mega Man 3* follows the same winning formula as the first two installments. As the android Mega Man, you travel from world to world defeating enemy robots and capturing their weapons for your own use. This time, however, the evil Dr. Wily has turned good and is helping Dr. Light, Mega Man's creator.



Mega Man 3 has some of the biggest and most original boss creatures you could hope to see. The last boss is so huge that only the upper half of his body fits on the screen at one time!

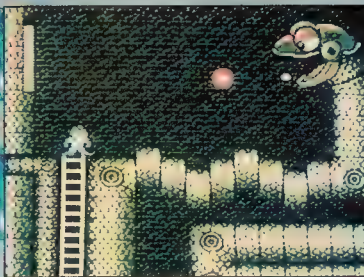
The forces of evil have become so overpowering that Mega Man has taken a partner, a robot dog named Rush. Rush can help you in many ways, such as transforming

himself into a trampoline, a jet, and even a submarine! Mega Man has also learned a new move—a power slide that helps him squeeze through cramped areas.

Mega Man 3 is an absolute must for anyone who loves action-adventure games. Its great story, outstanding graphics, and exciting game play make it the best Mega Man game ever.

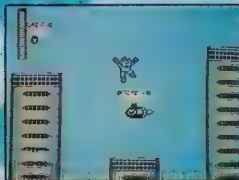
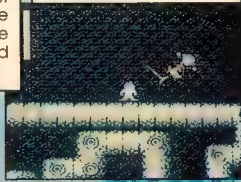


Although you can begin *MegaMan 3* on any stage, there's a certain order you should follow to make the game easier and more fun.



First try Snake Man's stage. One of the most vicious foes is a giant snake that fires huge globs of venom. Stay at the far left of the screen while repeatedly jumping and shooting at its head.

This enemy will try to pole-vault onto your head. The trick is to stand completely still just before he launches himself into the air. He'll sail over you and leave himself vulnerable when he lands.



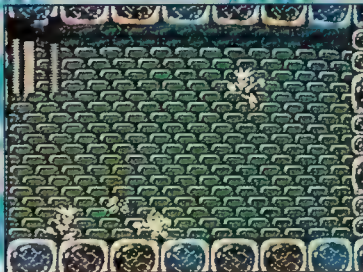
To cross the pits, leap onto the cloud platforms. Watch out for the missiles that come flying toward you. Stand on the edge closest to the oncoming missiles so you won't fall off if you get hit.



Once in Snake Man's inner sanctum, quickly make your way to the right side of the screen. Snake Man will run back and forth while throwing deadly snakes. Stand still and shoot while avoiding his snakes.



Next stop: Gemini Man's stage. Plenty of surprises await you, including this giant waterfowl. To get plenty of power-ups, blast away some of the little birds he sends at you, then finish him off by shooting at his eyes.



Gemini Man splits in two and tries to trap you in the middle of the screen. To keep Gemini Man in the middle instead, maneuver near the sides of the screen while attacking with Snake Man's weapon.



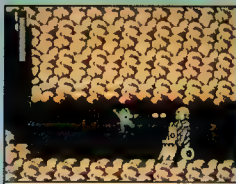
After defeating Gemini Man, head for Needle Man's stage. Use your sliding technique to quickly move past the giant stalactites that try to pierce you.



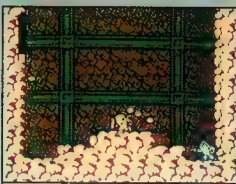
Don't let this big bully scare you. He may look tough, but all it takes to defeat him is a few shots at his eyes. Stay at the left while jumping and shooting.



Gemini Man's laser works wonders on Needle Man. Fire a shot, then dodge Needle Man's spikes as the laser ricochets around the room. After you beat him, you'll get the Rush-Jet as well as Needle Man's weapon.



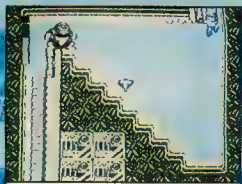
Go after Hard Man next. His stage is mountainous and is guarded by guys in hard hats. To eliminate this hard-hat driving a bulldozer, aim for his eyes.



You can't go around this tough enemy, and it takes countless shots to beat him. Listen for the short whistle that signals he's about to attack, then stand at the far right and shoot toward the left.



Hard Man doesn't exactly live up to his name. In fact, "Easy Man" would be more accurate. Simply fire at him with Mega Man's regular gun while being extra careful to avoid his dive-bomb attacks.



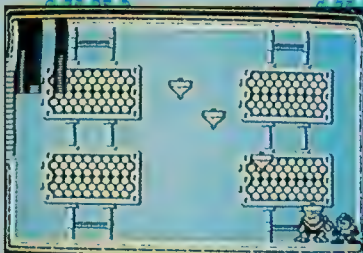
Your next goal should be Top Man, whose henchmen try to destroy you with spinning tops. When you climb down into this room, don't let go of the ladder. Instead, fire left from this safe position.



Uh-oh! Top Man's giant house cat is after you. Shoot at the cat's head and be careful to avoid the giant balls of yarn he coughs up.



Cross this pit to reach Top Man's lair. The tops you must jump on are always spinning, so watch your footing.



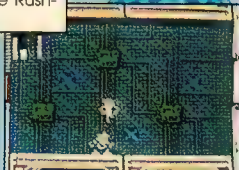
The trick to defeating Top Man is to get behind him and use the Hardpunch weapon. That way, he won't be able to attack you with his tops.



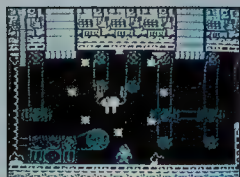
In Shadow Man's stage, sometimes the lights go out and you must fight in the dark. To switch the lights back on, either use Rush as a trampoline to jump up and destroy the machine causing the darkness, or run until the machine is off the screen.



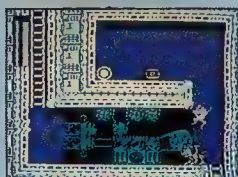
Jump from platform to platform while fighting off the enemy paratroopers. It might be wise to use the Rush-Jet here.



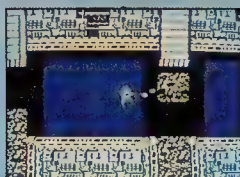
Shadow Man throws his shadow blade while jumping around. Wait until he gets close, then use the top spin on him. Keep using the top spin to turn him into dust.



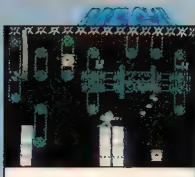
When you enter Spark Man's stage, robots fall from these tubes and shoot you with electric sparks. To avoid getting shocked, blast the robots as soon as they appear.



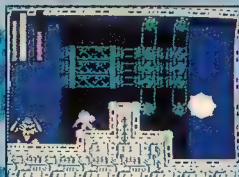
Use Rush as a trampoline to get the items stored in hard-to-reach places.



Watch out for these blocks that drop out of the tubes—they'll start stacking up on each other. While running, jump and shoot each block just as it falls from the tube. Keep shooting the blocks to gain more energy.



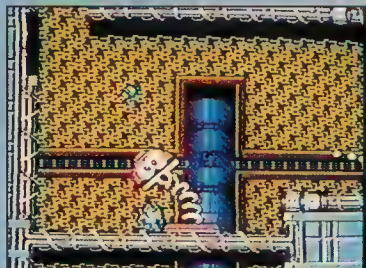
Here's a tricky screen. If you jump without shooting all the vises, they'll knock you into the pit. Wait until they come toward you, then shoot.



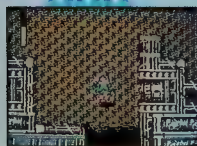
The best way to defeat Spark Man is to change into Shadow Man. When Spark Man runs toward you throwing his sparks, keep to the other side while attacking him with your shadow blades.



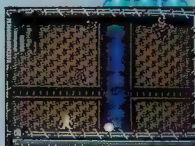
To get a free ride in Magnet Man's stage, wait for a magnet to come from the left, then hop up and let it carry you away. Don't forget to shoot ahead to prevent other magnets from knocking you off your "elevator."



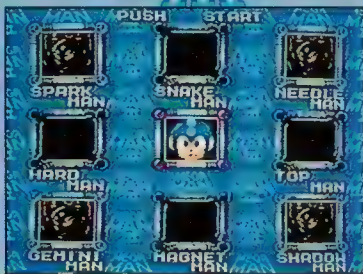
Don't let this cute fellow fool you—he can be deadly. When you first encounter him, shoot the missile as soon as it's launched. Then finish him off with your gun.



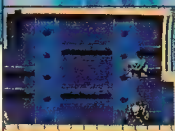
As in *Mega Man 2*, you must figure out the pattern of how these blocks appear and disappear. But there's a new twist: A magnet will try to pull you off the blocks. If things get too hairy, try using the Rush-Jet.



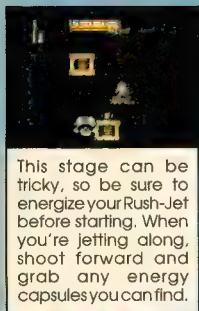
Magnet Man is easy to beat if you become Spark Man. He'll stop jumping and try to pull you toward him with his magnet shield. Wait until the shield is turned off, then blast him with sparks.



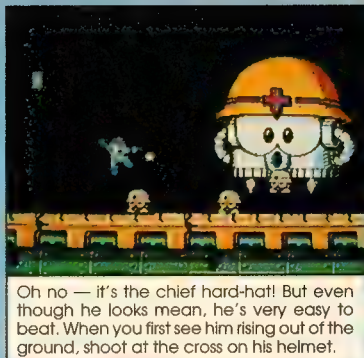
Even after you've defeated all the robots, your job isn't nearly finished. Remember those robots you thought you destroyed in *Mega Man 2*? Well, they're back!



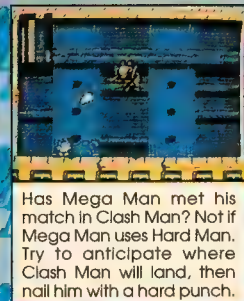
The ghost of Airman is back and just as tough as before. This time, though, you're better prepared. Attack him as Magnet Man when he stops throwing twisters at you.



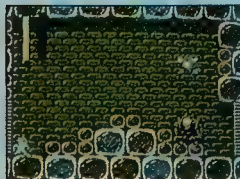
This stage can be tricky, so be sure to energize your Rush-Jet before starting. When you're jetting along, shoot forward and grab any energy capsules you can find.



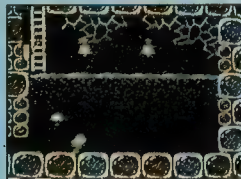
Oh no — it's the chief hard-hat! But even though he looks mean, he's very easy to beat. When you first see him rising out of the ground, shoot at the cross on his helmet.



Has Mega Man met his match in Clash Man? Not if Mega Man uses Hard Man. Try to anticipate where Clash Man will land, then nail him with a hard punch.



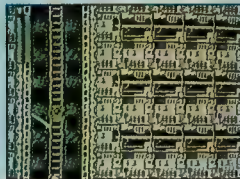
Flash Man is no match for Mega Man. When he stops freezing time, run toward him while firing your needle cannon.



These little hell-robots aren't here for your health — they want to see Mega Man dead. Run under them and let them fall, then move out of the way.



Bubble Man is back and meaner than ever, but he's no match for Shadow Man. Jump over his bubbles, then use your shadow blades to put an end to his dream of destroying Mega Man.



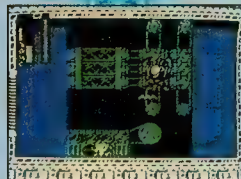
Wait at the bottom of this screen. When the spider starts climbing the ladder, shoot him with a Gemini laser.



Metal Man lives by the adage, "You can't keep a good villain down." To defeat him once and for all, use your magnet missiles while dodging his blades.



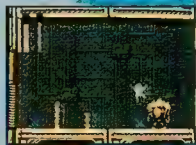
After Metal Man is out of the way, you'll come to a small tunnel that Mega Man can fit through only by sliding. Avoid the spikes on the wall in front of you by quickly moving left as soon as you begin to fall.



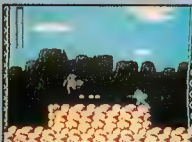
The search-snake weapon comes in handy when battling Quick Man. Watch out for his boomerangs, and fire when you get close enough.



Wood Man protects himself with his leaf shield. After awhile, he'll throw the shield at you. Take advantage of that chance to blast him with the Needle Gun and turn him into sawdust.



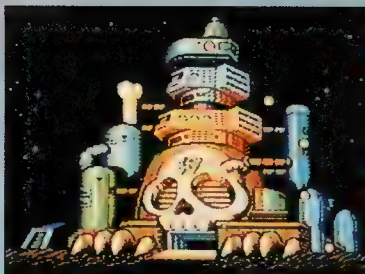
As soon as you enter Fire Man's lair, slide to quickly reach him, then use the top spin on him. Watch out for the pillars of fire he throws randomly around the room.



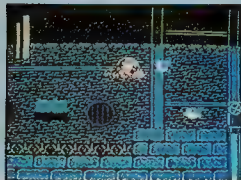
You've already crossed paths with this foe more than once. Now it's time to eliminate him forever. He doesn't fight any differently than before, so he shouldn't be a problem.



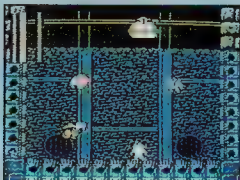
When you return to Dr. Light's laboratory, you find that Dr. Wily has once again returned to his evil ways. You'll have to set out after him quickly if this madness is to end.



Dr. Wily's new and improved castle provides more than enough protection for him and his evil creations.



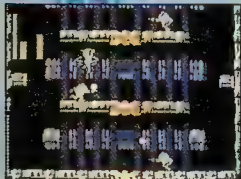
It's a good thing Shadow Man provided you with the Rush Marine. You'll need it when traveling underwater.



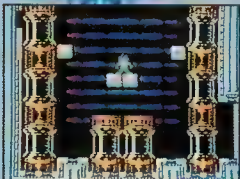
Don't worry about the machine at the top of the screen. Instead, use the shadow blade to attack the turtles. When they're all destroyed, the machine blows up.



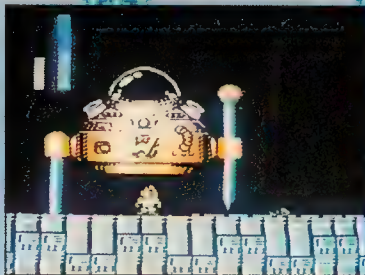
This vengeful villain comes all the way from the original *Mega Man* game for another crack at you. You can hurt him only when he's completely solid and opens his eye.



Mega Man meets three illusions of himself! All three can hurt you, but you can hurt only one of them. Once you find out which illusion is vulnerable, use the top spin to win a short but sweet victory.



Those robot bosses sure can hold a grudge. They'll give anything to see Mega Man totally obliterated.



The final challenge — or is it? Dr. Wily comes after you with his most fearsome invention yet. If you can destroy this machine, get ready for more surprises!

MEGA MAN

Capcom, 1283-C Mountain View/
Alviso Road, Sunnyvale, CA 94089.



MICHAEL JACKSON

moonwalker

Matthew A. Firme



He's arguably the greatest pop star in history. His concerts, albums, and music videos have played to countless millions around the world, and his fame just keeps growing. Now, Sega Genesis owners get to see a whole new side of Michael Jackson — this time as a videogame hero.

Michael Jackson Moonwalker, based loosely on the "Moon-

walker" music video, has been a labor of love for both Sega and Jackson himself, who personally supervised the design of the game. If you've ever seen one of Jackson's music videos — and who hasn't? — you'll delight at the way his videogame character glides, dances, and moonwalks his way through this expansive adventure. The moves are so reminiscent of

Jackson's unique style that the game often seems to be an interactive version of MTV.

As *Moonwalker* begins, Michael has heard that the fiendish Mr. Big, a treacherous criminal mastermind, has kidnapped the world's children as part of a plot to strengthen his evil empire. Michael's first stop is the sleazy Club 30, known as a gathering place for lowlifes.

Sega of America, 573 Forbes Blvd., P.O. Box 2167, South San Francisco, CA 94080.



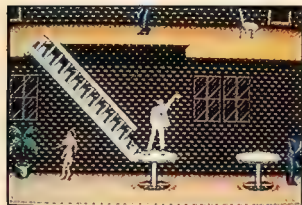
SEGA GENESIS GAME OF THE MONTH



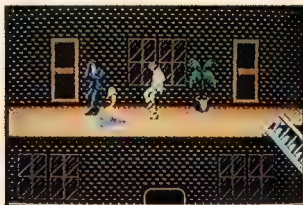
When you begin the game, experiment with the controls. Although other videogame heroes stomp through their adventures, Michael's moves are much more graceful and take some getting used to.



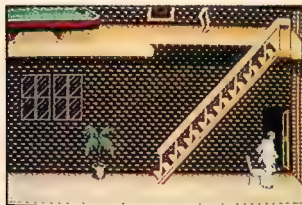
Throughout the three stages in Club 30, misguided women try to slow you down. They won't take no for an answer, so you'll have use tougher means to get your message across.



To make the secret stairway fall, stand just below it and use a little magic.



Each time Michael finds a child, his life bar is boosted a bit. The number of children still being held captive is shown at the bottom right of the screen.



Leave no stone unturned. The bad guys will hide the kids just about anywhere, and you can't leave a scene until all the children have been rescued.



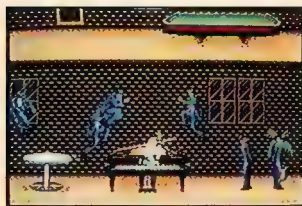
This tough pool player won't go down as easily as the others. He breaks his cue over his knee and comes after you, and it takes several hits to stop him.



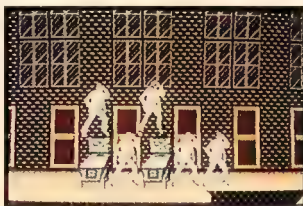
Once you've found all the children, Michael's chimpanzee files onto the screen. The chimp points the way to Mr. Big and his gang for the level's final showdown.



Mr. Big's staunts are annoying, but don't give up hope. You'll get him in the end.



Each stage has three levels, and each has a certain number of children. At the end of stage 1-1, you'll have to fight it out with these well-dressed toughs.



At the end of stage 1-2, the villains wear white suits and are a bit more difficult to beat. Hold down the attack button to begin Michael's thrilling dance-attack.

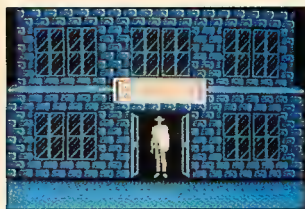




A single but very powerful thug is waiting at the end of stage 1-3. Even after he dances with Michael, he'll be back for more.



You're not bulletproof, so be ready to duck when a bad guy pulls out a gun.



As stage 2-1 begins, Michael leaves the sordid world of Club 30 behind and takes to the streets. You'll have to search those windows to find the children.



Like a convention of James Dean lookalikes, the punks on the street strike all kinds of tough poses. You can show them who's really bad.



These roughnecks do an admirable job, but they just can't keep up with Michael's moves.



Search through this parking garage to find the kids in stage 2-2, but watch out for those guys standing around — they aren't parking attendants.



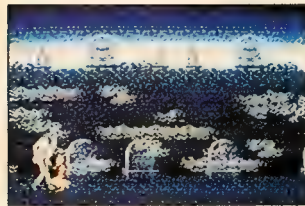
Just as you rescue this poor child, a creep wearing riot gear shows up. Watch out, because he's got a lot of firepower.



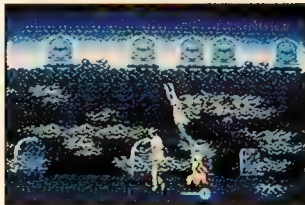
Stand on this manhole and press down on the directional pad to explore the sewers beneath the streets. But be ready, because you won't be alone.



At the end of stage 2-3, you'll find yourself dancing with a pack of dogs! Watch the dark ones, but the white dog is the leader. Until you beat him, his pack will keep coming.



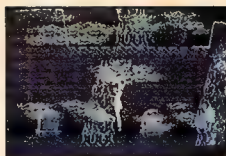
The third level finds Michael fighting some spooky foes in a misty cemetery, to the appropriate background music of *Thriller*. Every enemy in this stage takes more than one hit to defeat. If you see a comet, do your best to catch it.



When you hit a ghoul for the first time, it leaps forward and attacks. Begin moving away after you hit it, then spin and hit it again as it leaps.



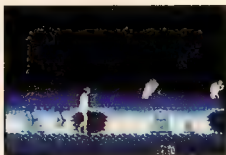
The final scene in stage 3-1 takes place over a dangerous stream, with most of your enemies above you. Leap up and hit them, timing your attacks so you don't waste energy.



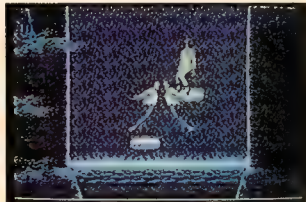
By leaping up and catching a tree limb in stage 3-2, Michael can swing up to higher levels. This uses a lot of energy, but it's often the quickest way to get where you're going.



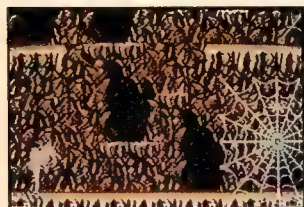
It's tempting to begin a conga line at the end of stage 3-2, but these guys aren't the only foes you'll meet. Save the dancing for the creeps who show up when you beat these fellows.



The trick to beating these monsters is to attack only when they're all in one piece. When they've separated, they can't be harmed. Wait by their legs, ducking as the top parts fly backward toward you, and then hit them when they're whole.



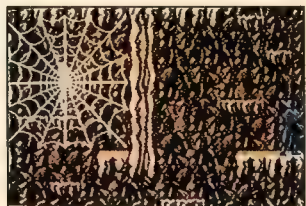
Use the same strategy at the end of stage 3-3, staying in either corner of the screen. Don't stay up on the rock, because you'll be hit too many times.



Your next stop is the vast, cavernous stage 4. Children are hidden in caves throughout the stage. Investigate the golden spiders on the walls — they mark hidden cave entrances.



Don't get too close to the gun-wielding soldiers. Remember, your magic can reach them from several steps away.



In stage 4-2, you'll have to find a path around the impenetrable stone walls that crisscross the cavern. Watch for falling rocks.



Sometimes you'll have to move massive boulders to get to a cave. The boulders can be used against enemies, too.



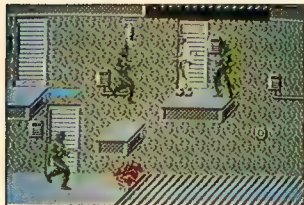
There's a hidden cave behind this waterfall — and the cool spring water is refreshing.



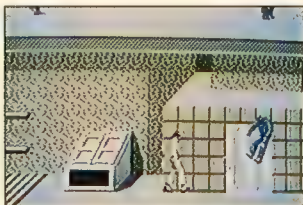
Stage 5 takes you to the high-tech hideout of Mr. Big himself. As you would expect, it's heavily guarded. Some of the most dangerous obstacles aren't even human.



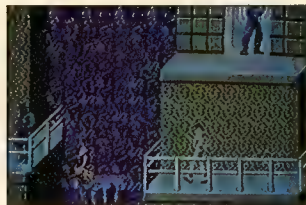
By leaping up onto the consoles and destroying them, you can stop the electricity that flows through the wiring on the walls. And by jumping onto the teleportation pad seen on the platform at right, you can transport yourself to otherwise inaccessible areas of the lab.



These green guys look mean, and they are. Even after a bit of dancing, they'll come at you furiously.



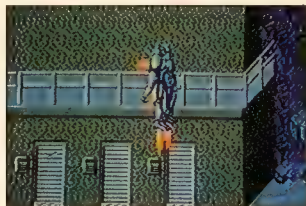
Ride this elevator up through the hideout in stage 5-3. Each step brings you closer to Mr. Big.



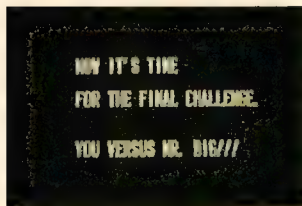
Leaping from tower to tower, Michael must rescue the last few children without getting hurt. The enemies here seem to be tougher and smarter.



Just when things look impossible, a comet appears. Michael is transformed, and suddenly the odds have changed.



Is it E-SWAT? No, it's Michael Jackson! Flying through the hideout, Michael the Transformer is on a final seek-and-destroy mission. With laser blasts and amazing strength, he squashes the last of Mr. Big's gang.



Mr. Big, a coward at heart, flees just before Michael can reach him. In the final stage of the game you'll face Mr. Big one-on-one in a very different kind of battle.



GP

COMPUTERGAME OF THE MONTH

Gary Meredith

Les Manley in
**Search
for
The King**



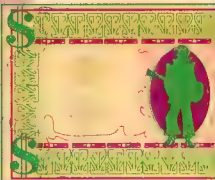
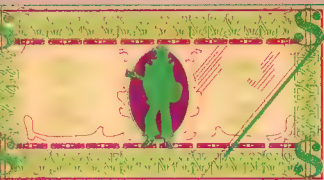
System requirements: IBM, Tandy, and compatibles (8-megahertz or faster computer with hard disk recommended); 640K minimum memory; CGA, EGA, MCGA, VGA, or Tandy 16-color graphics; mouse optional; supports AdLib, CMS, Tandy, Roland MT-32 and LAPC-1, Casio CT460, and other MIDI sound cards. Accolade, 850 South Winchester Blvd., Suite 200, San Jose, CA 95128.

Y

ou've got to hand it to a guy like Lester P. Manley. Looking at his forlorn life, you'd think he would have given up on his dreams long ago. After all, Les has all the disadvantages of being thirty-some-

thing without being trendy, rich, or both. And he's stuck in a boring job rewinding videotapes in a dingy office in the basement of the WILL-TV building. No, he doesn't seem like someone who would have much hope.

But hope truly does spring eternal, as evidenced by Les's yearnings for the desirable but unreachable Stella Hart, secretary to the boss. When WILL-TV announces a Find The King contest, with a million-dollar



Go to work, rewind tapes, dream about Stella — about another day at the office for Lester P. Manley. Or Is it?

prize for tracking down a missing rock star, Les sees it as his salvation — a quick way to win the heart of Ms. Hart.

There's just one problem: Les doesn't have the time or the money to spend his days hanging out at Burger Kings and car washes, rumored haunts of The King. This will have to be an active search, and that's where you come in. Putting two heads together, along with Les's uncanny ability to be in the wrong place at the right time, should win that million dollars in no time, right?

Well, maybe not. While there are lots of clues to follow in *Les Manley in: Search for The King*, you'll soon discover that many of them lead to dead ends. Others are so well hidden that you'll need a psychic to pry them out



You're almost certain that there's something valuable behind that door. In all your years at WILL-TV, however, you've never had a look inside.



Les is not the only one with eyes for Stella. If the boss should happen to become distracted, maybe you could grab those keys and satisfy your curiosity.



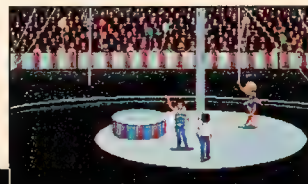
The guard is just some more company deadwood, like Les. He may, however, be more useful to you while he's dreaming.



Forgetting the totally radical dude on the skateboard, you question the people at the bus station — but soon leave with a slight taste of herring in your mouth.



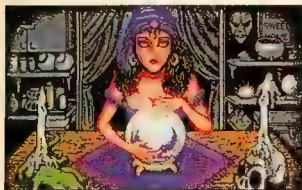
Bobbi's memorial to the memory of The King is truly touching, but you simply must have that scarf.



Fred's cape is another must-have item, but how can you get him to part with it? Maybe you should get him to perform.



Luigi's rosin bag could be part of the answer to the cape dilemma. Giving his moustache a little extra body might help.



Angelina Zarmoska, Luigi's estranged daughter, sees all but tells nothing. She does, however, indirectly provide you with help for Luigi and a clue to the game's final problem.



And you thought you had some horror stories about cashing in frequent-flyer miles. Do you have Helmut with you, or have you entrusted him to a government agency?



Las Vegas appears to be as tacky as Les imagined, and then some. No money means no room, but if you can find what you need, you won't be staying long, anyway.



How about a stroll by the casino pool, where everyone goes to be seen? Les, however, would like to see a lot less of Mr. Fabulous and a lot more of Lyla Libido.



Lyla has eyes only for Mr. Fabulous (and herself). But then Les Manley steps into her life, and she's (yawn) swept away by his charisma and animal magnetism.



Ms. Libido's life has obviously been a hard one, especially since her affair with The King when she was only 15. Les would really like to relieve her pain, but right now he only needs to relieve her of her sunglasses.

of the game designers' minds. (Actually, you do get a bit of help from the world-famous Madame Zarmoska — or rather, from her pet.)

At times you have barely enough clues to go on. For example, when you meet up with tiny two-inch-tall Helmut Bean, you realize that his help could be essential to your quest. But poor Helmut is just a little hopeless himself, and he needs something — such as a dream — to believe in. It may not seem obvious or logical that you should go back to a sleeping security guard and steal *his* dream, but that's what you must do.

Most of your interactions with other characters are more logical, however. This is especially true of Les's exploits at the circus.

At all times, you must keep in



mind the five basic tenets of playing this type of game: Look at everything, talk to everyone, try everything, take everything, and save often. *Les Manley* is similar to Sierra On-Line's games (such as the *Leisure Suit Larry*, *King's Quest*, and *Space Quest* series), and you must learn to approach problems from radically different directions. But then, this kind of mind-stretching is what makes these games so much fun.

Trying to get to Las Vegas with Helmut, for instance, may have you slamming your cranium. The game designers give you two ways to solve this problem, but one solution works only if you can avoid getting lost in the desert after re-entry.

Once you've solved the first few puzzles in *Les Manley*, you begin to develop a feel for the designers' off-the-wall approach, and things go a little more smoothly. That's not to say, however, that you'll quickly



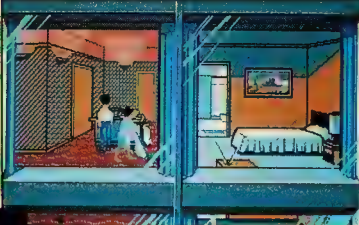
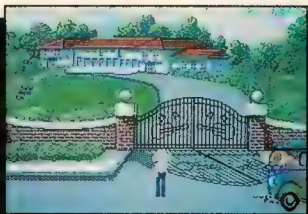
Finally, Helmut comes in handy. His journey into a drain will net you a valuable claim ticket.



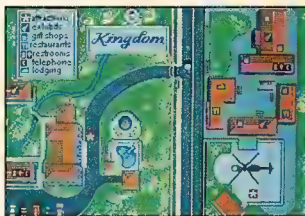
At the dry cleaner's, this young lady asks no questions.



Maybe Les will try a more sedate way of traveling cross-country this time. And how much more sedate can you get than a psychedelic VW van with the Grateful Dead playing on the eight-track?



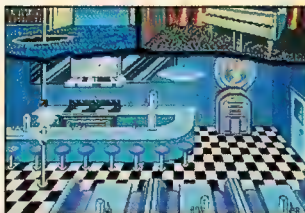
The chambermaid obviously has some sort of skeleton key for all the hotel rooms. To get it, distract her by giving her something to do.



You can buy or do anything in The Kingdom, just as long as it pertains to The King and his legacy. You'll want to head for Red's immediately.

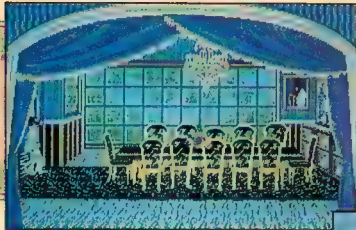


You wonder how soundly The King could have possibly slept in this glitterdome.

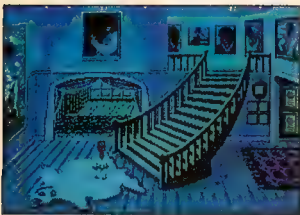


What a kitchen! The King must have accumulated a lot of his later poundage from midnight raids on this place.

When the smoke clears, you find yourself standing before the entrance to The Kingdom, a massive theme park which makes even Las Vegas seem tasteful in comparison.



With a few items here and there, you should be able to concoct a Kingly repeat.



Once again Mr. Bean comes to the rescue. There's an alarm switch somewhere in this room, and only little Helmut can reach it.



In the memento room, you can almost hear all of those old Sun records. You need to plunder a few items here, and you'll also need something else you should have kept from your visit to Vegas.



Les hits the stage during the impersonation contest. The crowd goes wild... literally.



Could that really be The King? Talk about a heavenly choir!



If you kept something you found at the circus, you'll soon find yourself in the care of this angel of mercy.



That photograph you took should be your ticket to the million-dollar prize. Unfortunately, WILL-TV seems to be a little light this month.



In lieu of cash, Les might accept a small promotion — especially if it means working with lovely Stella. But isn't there just a hint of uncertainty on his face?

understand why making a snack is the next logical step after losing an impersonation contest.

Throughout the adventure you have opportunities to acquire various items, and some of them are crucial to solving the game. The scarf you'll get from Bobbi should be a dead giveaway, but by the time you've gotten Fred's cape and Lyla's sunglasses, you should really have a good idea of where you're going.

Les Manley will seem like an old friend to many game players. Its game interface, graphics, good-natured raunchiness, and slightly skewed sense of humor are strikingly similar to certain other games with heroes named Larry or Roger. Accolade has certainly done its homework, though, bringing together all the ingredients to make a game that is both comfortably familiar and maddeningly (but entertainingly) different.

GP



NINTENDO REVIEWS

CHIP 'N DALE RESCUE RANGERS

Brian Carroll

Version reviewed: Nintendo.
Capcom, 3303 Scott Blvd., Santa
Clara, CA 95054.

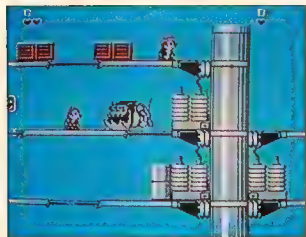
D

isney's popular *Chip 'n Dale* cartoon series is now a videogame for Nintendo. The chipmunk detectives are called upon to

thwart the evil plot of arch-enemy Fat Cat and restore order to their fair city.

But it won't be easy. Fat Cat has dispatched legions of mechanical bulldogs and robotic rats to keep his pesky pursuers at bay.

Considering the odds, the chipmunks could use your help. In *Chip 'n Dale Rescue Rangers*, you can pitch in by maneuvering either Chip or Dale (a friend can control the other) through the game's nu-



One way to get past the bulldogs is to jump out of the way.

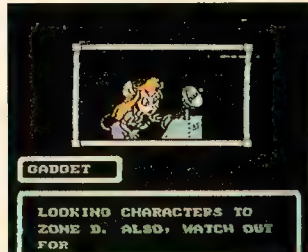
merous levels. It's a *Super Mario*-like journey that entails gathering hundreds of items and exterminating multitudes of Fat Cat's agents.

Younger Nintendo fans will probably enjoy this adventure the most, especially those familiar with the cartoon series. Most of the Rescue Rangers from the series are

featured in the game: Chip, Dale, Monterey Jack, Gadget, Zipper the bee, Ditz the chameleon-like alien, Fat Cat, and a host of endearing enemies. However, because these 'toons get involved in some pretty sticky situations, there's enough here for game players of all ages.

Although Chip and Dale have to do all the legwork, they get plenty of help from their fellow Rangers. Everyone's favorite Aussie — Monterey Jack — chips in by pointing out secret doors; Gadget sends out advice via radio; and Zipper makes several cameo appearances to frustrate Fat Cat's bullies.

The key to surviving *Chip 'n Dale Rescue Rangers* is having plenty of life units. Fortunately there are a couple of ways to get



Gadget, a fellow Ranger, has been kidnapped by Fat Cat. It's up to you to rescue her.

them. In the bonus round at the end of each stage, there's always a power-up hidden under the crate in the middle of the top row. Another way to earn lives is to collect flowers and stars. You can cash in 50 flowers or 10 stars for one additional life, so leave no crate unturned.

There are also a variety of ways to avoid getting knocked off by the mechanical enemies. You can jump to safety, throw a crate or an apple at them, or hide inside a crate. When a dog or rat walks into a crate, it will instantly fly off the screen.

GP



To win the game, you must first defeat Fat Cat. Watch out for falling ashes from his cigar.



SEGA

REVIEWS

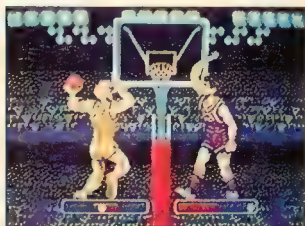
PAT RILEY BASKETBALL

Tom R. Halfhill

Version reviewed: Sega Genesis.
Sega of America, 573 Forbes Blvd.,
P.O. Box 2167, South San Francisco,
CA 94080.

about half the court at a time, smoothly scrolling left or right to follow the player with the ball. For certain plays — such as tipoffs, lay-ups, slam dunks, foul shots, and attempts at three-point field goals — the screen switches to closeup views. Players become about half as tall as the screen, and the “camera angles” are often unique. For example, tipoffs and under-the-backboard lay-ups are seen from a bird’s-eye view; three-point shots are seen from behind the shooter’s back as he releases the ball, then from above the hoop when the ball approaches the backboard.

As a simulation of pro basketball, however, *Pat Riley* falls short. The main problem is that very little strategy is involved. You can move a player from one position to another, but you have only five play-



When you attempt a shot inside the key, the screen switches to a closeup view of a lay-up or slam dunk.

ers to choose from — there’s no bench. You can’t set up any offensive plays, and the only defensive options are man-to-man and zone (which is actually illegal in the NBA).

The game also relies too heavily on random chance. Although your success at making lay-ups and foul shots is determined by a shot meter, field goals pretty much come down to luck.

Pat Riley Basketball is a fine action game, especially for two players. But if you’re looking for the definitive basketball simulation of which the Genesis is capable, you’ll have to wait a little longer.

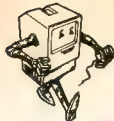
GP



You normally see about half the court at a time as the screen scrolls to follow the players. An arrow indicates the man under your control.



Between quarters and during time outs, you can switch the positions of your players. But with only five men, there are no substitutions.



NINTENDO REVIEWS

JORDAN VS BIRD ONE ON ONE

Brian Carroll

It's a dream match: Michael Jordan, the Chicago Bulls' Sultan of Slam, versus Larry Bird, the Boston Celtics' Sharpshooter. Is Jordan's quickness enough to over-

come Bird's accuracy? And that's just the one-on-one action. To add variety, *Jordan vs Bird One on One* also includes a slam-dunk contest and a three-point shootout.

The one-on-one match is clearly the game's strongest selling point. Playing the role of "Air Jordan" is quite a thrill if you're among the legions of his fans.

But Jordan has his hands full, especially on defense. Bird rarely misses his three-point shots, particularly when his on-screen character is controlled by the computer instead of another player. Sure, Jordan can take Bird to the hoop just about every time, but his close-range buckets are worth only two points apiece. Bird gets three for his long shots. The result is greater emphasis on defense.



Try to force Bird to venture inside the three-point line. He'll sink long-range bombs all day if you let him.

Version reviewed: Nintendo. Milton Bradley, 443 Shaker Road, East Longmeadow, MA 01028. Also available for IBM, Tandy, and compatibles, and the Commodore 64. Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.



This dunk is called "kiss the rim" and requires pinpoint accuracy. The takeoff and ball release have to be carefully coordinated.

Your success in the one-on-one competition depends on three factors: how closely you're being guarded, where you're shooting from, and whether you are playing as Bird or Jordan. Each player's "sweet spots" and shooting per-

centages have been programmed into the game, so some familiarity with their playing styles will help.

For example, it helps to know that Jordan likes to try three-pointers while on the move. Bird, on the other hand, prefers to face the basket before starting his shooting motion. Bird also likes the turn-around shot, which you can execute by pressing the B button while holding the control pad up or down.

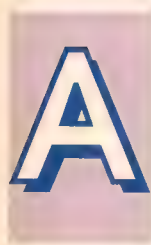
The slam-dunk contest is fun to watch and fun to play—as long as your opponent is another human player. The computer is practically impossible to outslam. Variations include follow the leader, in which each dunker tries to repeat the slam performed by the lead dunker, and an open dunk contest, in which you can choose from ten different rim-benders.

The weakest part of *Jordan vs Bird* is probably the three-point shootout. It can quickly get tiring. After trying to shoot 25 balls in 60 seconds, you'll be ready to head back to the one-on-one competition.

GP

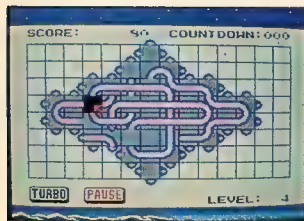
ONE ON ONE						
STATS	1st	2nd	3rd	4th	TOTAL	
POINTS	12	0	0	0	12	
FIELD GOALS	3	0	0	0	3	
ATTEMPTS	6	0	0	0	6	
PERCENT	50	0	0	0	50	
3-POINTS	0	0	0	0	0	
ATTEMPTS	0	0	0	0	0	
PERCENT	0	0	0	0	0	
SHOTS	0	0	0	0	0	
BLOCKS	0	0	0	0	0	
POINTS	14	0	0	0	14	
FIELD GOALS	7	0	0	0	7	
ATTEMPTS	8	0	0	0	8	
PERCENT	87.5	0	0	0	87.5	
3-POINTS	0	0	0	0	0	
ATTEMPTS	0	0	0	0	0	

The statistics screen helps you determine which aspects of your play need the most improvement.

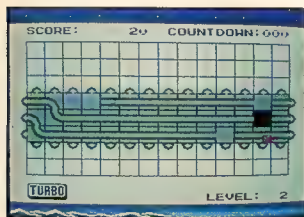


often extremely addictive. *Timeball* is no exception.

In *Timeball*, a little ball travels through a series of tubes. Your goal is to arrange the tubes so the ball never hits a dead end. In other words, each piece of tubing must connect end-to-end with another tube. There are several kinds of straight and curved tubes, and each section of tubing is on a movable



Using the arrow, push the squares into the empty spot in order to rearrange them and connect the tubes.



On level 2, the ball goes off one side of the board and reappears on the other. This is probably the easiest level of all.

NEC REVIEWS TIMEBALL

Neil Randall

Version reviewed: NEC TurboGrafx-16, NEC Technologies, 1255 Michael Drive, Wood Dale, IL 60191.

square.

You move the tubes by rearranging the squares on the screen. Each screen has one empty square, and you can slide a neighboring square into that empty spot. If two or more squares are directly in line with the empty spot, you can move the whole line one square in that direction. The trick is to rearrange the squares quickly enough to make sure the constantly moving ball doesn't reach an unconnected piece of tubing.

Before starting a game, you can choose from four different ball speeds. The slow speed is recommended for beginners, while turbo is suitable only for the truly gifted.

Timeball has 100 levels, and you can select levels 1-15 the first time you play. Higher levels can be reached only by completing the preceding levels. If you have a TurboBooster-Plus or a TurboGrafx-CD, you can save your position when you turn off the game. (Be sure to turn on the game

machine every couple of days to refresh the memory circuits, though, or the saved positions will be lost.)

You can also create your own levels. This feature, combined with the fact that every level can be solved in several different ways, makes *Timeball* practically limitless. Creating puzzles is quite easy, but a good one will take an hour or so to make.

The strangest thing about *Timeball* is that different people find different puzzles easier than others. In other words, there doesn't seem to be a guaranteed winning strategy. You might solve level 5 quickly and then be totally stumped by level 6, while a friend might have the opposite experience.

If you like puzzle games, *Timeball* has it all. It's highly recommended.

GP



If you get stumped on one level, try another.



NINTENDO

REVIEWS

MISSION IMPOSSIBLE

Lisa Sahlie

Version reviewed: Nintendo. Ultra,
900 Deerfield Parkway, Buffalo
Grove, IL 60089.

ter bombs. Grant fights with his fists, carries ten sleeping-gas bombs, and is an electronics expert. Nicholas throws boomerangs and is a master of disguise.



If you find the light switch, you can fight under the protection of darkness.

The most unique feature of *Mission Impossible* is that on four of the six levels it allows you to use the agents interchangeably according to the situation (as long as their life meters aren't depleted). This adds more strategy to the game, because you must determine

which agent is most suited to the task at hand, and which agent is most valuable so you can save him until the end.

Another outstanding feature of *Mission Impossible* that sets it apart from many other action-strategy games is its wide variety of obstacles. Poison-gas chambers, robot warriors, moving walls, motion detectors, and cameras combine to slow down your progress. Several bosses also stand in your way. They're not huge, but they are extremely intelligent.

Most of the levels consist of several lengthy mazes in which you fight off enemies, overcome obstacles, and sometimes receive advice and collect items such as identity cards. If you lose all three agents before completing a level, a continue and password feature allow you to start over at the beginning of the level.

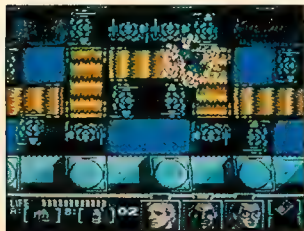
Detailed, colorful graphics and a variety of problems to overcome add up to make *Mission Impossible* an outstanding game.

GP



true to its title, *Mission Impossible* presents you with a difficult mission filled with worthy opponents and clever traps.

Your orders are to rescue Dr. O, a designer of military defense systems, and Shannon Reed, an Impossible Mission Force (IMF) agent posing as Dr. O's secretary. Both have been kidnapped by the Sinister Seven, and it's up to you to determine why.



Take advantage of Grant's speed and his sleeping-gas bombs to overcome these robots.

Your search for Dr. O and Reed begins in the streets of Moscow. It continues through the Joseph Stalin Sewer Plant, the canals of Venice, the Syrinx Temples in East Berlin, mountain ranges, and finally to Crumball Harbor near the coast of Cyprus.

To manage the variety of problems and obstacles, three IMF agents set out together. Max Harte, Grant Collier, and Nicholas Black each specialize in different types of weapons and combat. Max has a rifle and ten remote-control clus-



Your last trial will be to beat this computer in a game. The safety of the world depends on your wits.



Back in the old days, hit movies that finished their theater runs ended up in a storage vault somewhere in Hollywood, dusty and forgotten. Nowadays, they keep resurfacing on smaller and smaller screens.

After the major first-run cinemas, they move into modest second- and third-run theaters. Then they show up on TV. Then they're made into video-games. And finally, it seems, they wind up on the Game Boy.



Ghostbusters II begins with a short cartoon showing the kidnapping of little Oscar.

Ghostbusters II is a perfect example of this trickle-down theory. It's based on the hit movie of 1989 that wasn't nearly as well-received as the original *Ghostbusters*, but was still popular enough to inspire several video and computer games.

This version offers one significant new feature: Instead of controlling one Ghostbuster at a time, you control two. You can select

GAME BOY

REVIEWS

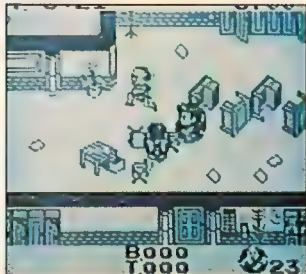
GHOST-BUSTERS II

Tom R. Halfhill

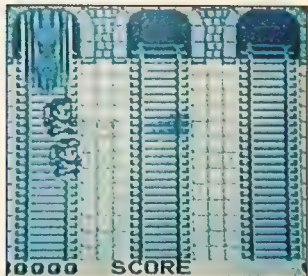
Version reviewed: Game Boy. Also available for Nintendo/IBM, Tandy, and compatibles; the Amiga, and the Commodore 64. Activision, 3885 Bohannon Drive, Menlo Park, CA 94025.

any pair of Ghostbusters you want from the famous foursome of Peter, Ray, Egon, and Winston.

The first guy is the Beamer, because he carries the Proton Beam that temporarily paralyzes the ghosts you meet. The second guy is the Trapper — he captures the disabled demons in a box. Although you independently control



Two Ghostbusters pursue a jogging phantom through a haunted office building.



When the action shifts to an underground maze of subway tunnels, watch out for the trains!

their weapons — the A button fires the Proton Beam and the B button activates the Trap — the only Ghostbuster whose *movement* you directly control is the Beamer. The Trapper just tags along, shadowing the Beamer's movements.

Usually this works pretty well, but it can lead to problems. If you make the Beamer zip around a corner too fast, sometimes the Trapper gets left behind. That's dangerous, because each Ghostbuster is defenseless without the other.

Ghostbusters II generally follows the plot of the movie. The opening sequence shows Vigo, the ghost of an evil tyrant from the past, kidnapping a baby from Dana, Peter's girlfriend. Your mission is to rescue the baby by capturing all the ghosts in the city, then defeat Vigo in a final showdown.

Don't be fooled by the small screen — *Ghostbusters II* is challenging and fun to play.

GP



fter more than two decades, the Gilligan debates are still raging. Why did Ginger and the Howells bring so

many clothes, while everyone else spent all those years wearing the same outfits? How did the Skipper keep from killing Gilligan after the first couple of episodes? And why didn't the castaways simply build a raft and sail back to civilization?

In *Gilligan's Island* for Nintendo, you still won't get the answers to these burning questions. However, you do get a taste of one of the most popular TV comedies of the 1960s.

In each of the four "episodes" included in the game, you follow the Skipper and Gilligan as they search for the other castaways from the *Minnow*. You also track down items that may help you escape the desert island. There's only a limited amount of time and food for each episode, but hourglasses and bananas found along the way can



When "Lovely" Howell wants her ring back, our heroes drop everything and go looking for it.

NINTENDO REVIEWS

GILLIGAN'S ISLAND

Gary Meredith

Version reviewed: Nintendo. Bandai America, 12951 East 166th Street, Cerritos, CA 90701.



The Professor provides you with the weapon you need to take on this gorilla.

increase your chances. The other castaways leave clues, and a map helps you avoid covering the same ground over and over again.

The tasks you must perform often make very little sense. In one episode, the Skipper and Gilligan search for materials to build a hut as a tropical storm approaches the island. But for some reason, first they have to find Mrs. Howell's missing ring. Then, once the ring is found, the Professor informs them

that a gorilla has taken the radio transmitter (a radio receiver in the original TV shows). Only after the Skipper and Gilligan retrieve the transmitter can they finally cut down a tree for the hut.

Throughout the game, our



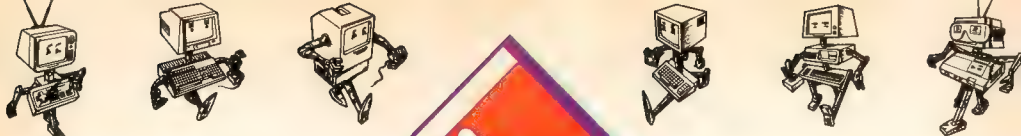
Once the radio transmitter is recovered, the Skipper and Gilligan can finish the hut — just in time to be swept out to sea by a tropical storm.

heroes must make their way through (or around) wild animals, headhunters, quicksand, sinkholes, rushing rivers, and falling boulders and stalactites. There's not much variety from episode to episode, however, and the scenery rarely changes.

If the Skipper and Gilligan are separated, the Skipper has two minutes to find his little buddy. He can either look for Gilligan or blindly throw out a rope, which Gilligan grabs and follows back to the Skipper.

None of the episodes lets you build a raft. And strangely, Ginger isn't even in the game.

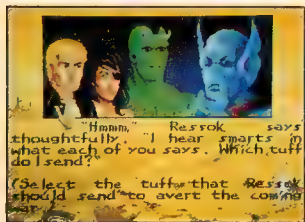
Younger game players and fans of the TV show will probably enjoy the antics in *Gilligan's Island*, but other players may find things a bit too tame.



enturies after a terrible nuclear war, tensions are rising between the two factions that have survived the holocaust—normal humans and their

mutant children.

Over time, almost every surviving species, including humans, suffered mutations. It became



You can play the game as any of three different characters, each with their own strengths and weaknesses.

common to abandon mutant children on the plains, and eventually these mutants formed their own communities far from the walled cities of their mothers and fathers.

The two peoples—the “Mutes” (as the mutants call themselves) and the “Humes” (as the humans are known)—have fought continuously over the years. But now there are rumors of all-out war.

As *Bad Blood* begins, you choose to play as one of three characters, all from the Mute village of Mar-dok. Your task is to learn more about the humans’ plans to wipe out the Mutes and to stop the war



REVIEWS

BAD BLOOD

Matthew A. Firme

Version reviewed: IBM, Tandy, and compatibles; 384K minimum memory for CGA graphics; 512K for EGA or Tandy 16-color graphics; 640K for MCGA or VGA graphics; joystick optional; supports Roland, Ad Lib, Game Blaster, Innovation, Covox, and Tandy sound boards. Soon to be available for the Amiga and Commodore 64. Computer Games Box 161750, Austin, TX 78716.

any way you can.

During your quest, you’ll meet and talk with dozens of other characters. *Bad Blood* limits your keyboard input to selecting predefined phrases from menus, so conversations are restricted to a few possible topics at a time. But once you learn all there is to know



The Oracle is an elusive character, but finding him is vital. He can tell you how to stop the coming war.



In Zero Town, you’ll have to find the temple of the Cultists—and take their most sacred possession. Be ready for a fight!

about a particular topic, it disappears from the menu and is replaced by a new one.

You’ll probably spend more time fighting than talking, though, as you move through the hostile world of *Bad Blood*. At times the fighting can become overwhelming, especially if your primary interest is the quest. But in many cases you have to fight in order to finish the quest, gather food, or get weapons from opponents. Fortunately, an option allows you to choose the intensity of the combat, from Wimp mode to Warrior.

The greatest strength of *Bad Blood* lies in its convincing creation of a post-apocalyptic world. The settings and landscapes are littered with such recognizable debris as Coke machines, hubcaps, and old furniture. In the ruined, pre-war city of Zero Town, you’ll explore burned-out skyscrapers and meet a cult of mutant fanatics who worship the old technology they can’t understand. The plains between settlements are thick with fierce mutant animals, and the Mute villages are peopled by some truly unforgettable characters.

GP



NINTENDO

REVIEWS

WEREWOLF

Lisa M. Bouchey

Version reviewed: Nintendo. Data East, 1850 Little Orchard Street, San Jose, CA 95125

For centuries, people have huddled around campfires and whispered stories about werewolves — human beings transformed into evil creatures by the light of the full moon, creatures that thirst for human blood and can be killed only by piercing their heart with a silver bullet.

There's no need to load up with silver bullets for Data East's *Werewolf*, though, because the hairy beast in this game is the *good guy*, not the bad guy.

Damen Blake is an ex-Navy pilot who saved his own life by giving himself a transfusion of werewolf blood. In the process, he gained the power to change from man to beast and back again.



Grab all the hearts you come across—they restore your life power.

You control Blake, who is now the last survivor of a race of werewolves, in a fight against evil. Dr. Faryan and his band of bio-monsters have invaded the planet and imprisoned nearly the entire population. Every weapon tried

against them has failed. You alone stand in the path of the evil doctor and his creatures.

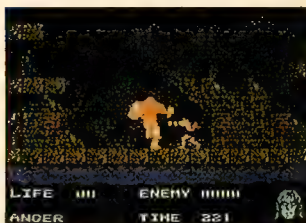
Since you start out as a wimpy human, earn as many points as you can early in the game. As a man, you are limited to a strong-arm punch, but as a werewolf, you're much more powerful. You can fight with your claws, perform spins and flips, and cling to the ceiling. You'll have much more success against the evil monsters when fighting as a fearsome beast.

A spirit named Kinju will guide you through a maze of sewers, dark forests, and underground forts. The spirit helps you along with hints, too. It's Kinju who instructs you to watch for the sign of the werewolf. When you pick up these signs, you'll feel your power grow from werewolf to super-wolf.

Some advice that doesn't come from Kinju: Hack at everything you come to, from tree stumps to garbage cans. You never know where



Cling to ceilings and other beams hanging over your head to get to those hard-to-reach spots on the screen.



The only defense you have as a human being is a strong-arm punch, so transform into a werewolf as often as possible.

the signs of the werewolf might appear.

Werewolf's graphics are above average, although the werewolf is difficult to see against the busy backgrounds in some scenes. The interesting storyline (reminiscent of Sega's *Altered Beast*), exciting soundtrack, and fast-paced action combine to make *Werewolf* an excellent addition to anyone's Nintendo collection.

GP



NINTENDO REVIEWS THE LAST STARFIGHTER

Gary Meredith

Version reviewed: Nintendo. Mindscape, 3444 Dundee Road, Northbrook, IL 60062.

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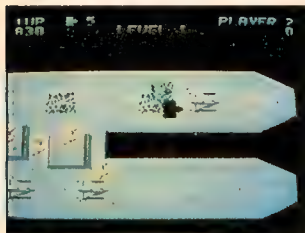
irst came the movie, in which computer-generated special effects depicted a videogame that was used to

recruit pilots for a real war in a distant galaxy. Now, with the Nintendo version of *The Last Starfighter*, we've come full circle — it's a videogame based on a movie based on a videogame.

If that's confusing, rest assured that the game is not. *The Last Starfighter* is a traditional, horizontally scrolling shooter that puts a premium on quick reflexes.

As the story begins, the planet Rylos is in trouble. It is besieged by forces from an alliance between Xur, the estranged son of the Rylosian emperor, and the Armada of the Ko-Dan, who are little more than a race of nomadic pirates.

Back on Earth, you've been drafted to fight for Rylos by Centauri, an alien recruiter. Centauri has invented a machine, disguised



Destroying the fighters parked on the command ship is your primary goal, but don't forget about the airborne fighters and homing mines.

heads for the nearest Xurian command ship. As you strafe the enemy vessel, you must contend with airborne defense fighters and homing mines launched from the mothership. Once you've eliminated all opposition, you land on the command ship and enter the fuel-rod chamber.

Inside the chamber, you have the opportunity to gain bonus points before moving on to the next stage. But if you're not fast enough with the A and B buttons, the mothership starts vaporizing. Either way, you progress to the next planet under siege.

The Last Starfighter offers no surprises, either in terms of game play or graphics. Nevertheless, Mindscape has managed to come up with an enjoyable and demanding new shoot-em-up.

GP



The best way to attack the defense fighters is to get behind them. Special fighters in the later stages of the game may not let you do this, however.

as an arcade videogame, to test for suitable *Starfighter* candidates. The highest-scoring players are snatched away from Earth to fight in the war.

Unfortunately, by the time you get to Rylos, Xur has destroyed the Rylosian Empire's entire fleet of GunStar ships, save one. And there's nobody to fly it — except you, of course.

Your GunStar automatically



When you've destroyed all of the command ship's defenses, a "land now" sign will flash, directing you to the main runway and into the fuel-rod chamber.

AND PREVIEWS

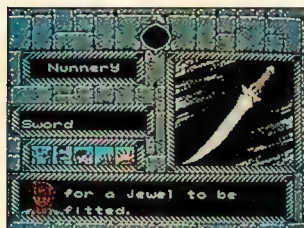
NEW NINTENDO GAMES KEEP COMING



Sandy's brain is about to be siphoned by Dr. Fred in Jaleco's *Maniac Mansion*.

More Nintendo titles are arriving from Jaleco, Infocom, Acclaim Entertainment, American Sammy, Mindscape, and Milton Bradley. Watch *Game Player's* for full reviews on some of these games in upcoming issues.

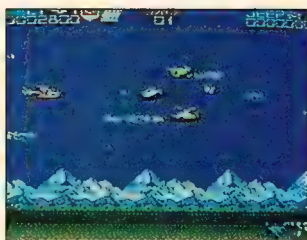
Jaleco invites you to take a tour of Dr. Fred's home in *Maniac Mansion*, based on a popular computer game from Lucasfilm. The main character, Dave, is sure that his girlfriend, Sandy, has been kidnapped by Dr. Fred and is about to become part of his brain-siphoning experiments. *Maniac Mansion* allows you to choose any



Tombs and Treasure is a new adventure game from Infocom.

two of six teenage characters to join Dave on a bizarre and comical search for Sandy.

You'll go on a search of a different sort in Infocom's *Tombs and Treasure*. Among the Mayan ruins of Chichen Itza in Mexico, an archeologist and his team inadver-



American Sammy's *Silkworm* lets you choose between a chopper and a jeep to fight off machinery gone haywire.

tently released evil spirits in their search for the Sun Key, which opens the world of the gods. Only the team's guide survived. Now he's leading you in search of the key.

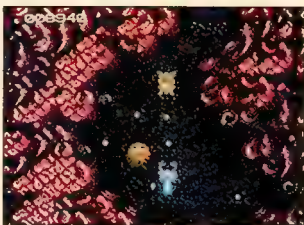
In Acclaim Entertainment's *Swords and Serpents*, you explore the labyrinth of a powerful serpent which has control over the land. Four characters — a warrior from the north, a wizard from the swamps, a thief from the city, and a mystic from a strange realm — band together to collect ruby artifacts in the maze and put an end to

the serpent. In a one-player game, you control all four characters, but in a four-player game, each person controls his or her own character.

American Sammy's latest arcade-action game, *Silkworm*, pits you against a man-made brain gone awry. The MHC2 is programming your own machinery to fight against you. As part of a secret forces team, you use an interceptor jeep and an attack helicopter to stop the destruction.

In Mindscape's *Mad Max*, loosely based on the Australian cult film, you must win battles against bosses in a series of arenas until you work your way to the Ultimate Warrior. You must also use your car to find food, water, ammunition, and fuel.

In *Abadox* from Milton Bradley, your entire planet has been swallowed by a huge space parasite. You are the only one who survived. Your only hope is that you can blast your way out of the gruesome parasite and destroy it.



Battle the monsters which live inside an enormous space parasite in Milton Bradley's *Abadox*.

AND PREVIEWS

MORE UNLICENSED NINTENDO GAMES

Only a handful of companies have tried to produce Nintendo-compatible games without an official license from Nintendo of America, Inc.: Tengen, Color Dreams, SEI, and Sharedata. Now there's a new member of the club: American Video Entertainment.

Two key people at American Video are Phil Mikkelsen, formerly of Color Dreams, and Richard Frick, formerly of Sharedata. Their first Nintendo-compatible titles are *F-15: City War* and *Puzzle*.

In *F-15: City War*, your mission is to pilot an F-15 jet fighter against an enemy army that's trying to conquer your city. It's a good thing you have an unlimited supply of machine-gun bullets and missiles, because you'll face enemy tanks, jets, helicopters, gunboats, battleships, and giant robots. The game has five stages, and the screen alternates from vertically scrolling views to first-person perspectives.

Puzzle is — guess what? — a puzzle game. First you see a picture on the screen, and then it's scrambled. Your job is to reassemble the picture by sliding the square pieces around. A time limit makes things even more challenging. The game has nine puzzles of increasing difficulty.

Both games are expected to be released this fall. American Video is based in San Jose, California.

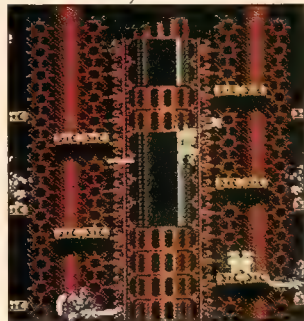
JAPANESE NINTENDO COMPANY DEBUTS IN U.S.

Natsume, a Japanese game publisher, is introducing its first Nintendo and Game Boy titles for the U.S. market: *Shadow of the Ninja* and *Amazing Penguin*.

Shadow of the Ninja is a martial-arts action game for Nintendo in which you must hunt down a wicked emperor deep within his fortress. *Amazing Penguin* is an action-oriented maze game for the Game Boy. Both titles are expected to reach the stores by December.

Although these are the first titles Natsume is releasing under its own name in the U.S., the company has plenty of Nintendo experience. The design team, as well as the company founder, came from Konami and worked on such games as *Top Gun* and *Contra*. Natsume also developed *Abadox*,

which was released in the U.S. by Milton Bradley.



It's an uphill battle through the emperor's fortress in Natsume's *Shadow of the Ninja*.

NEW COMPUTER GAMES FROM TAITO AND ACCESS

Taito and Access are releasing several new titles for various personal computers, ranging from role-playing games to action-adventures.

Taito's games for PC compatibles and the Amiga have been translated from videogames and coin-operated arcade games. *Castle Master* is a role-playing adventure in which you set out to rescue your twin, who is being held in Castle Eternity by the Castle Master. *Day of the Pharaoh*, from the developers

of *Joan of Arc*, is an action-adventure set in ancient Egypt. As the prince who will inherit the Pharaoh's throne, you must use your power to build an empire that includes a merchant fleet for trade and exploration.

Kiwi Kraze, converted to the PC from a European arcade game, is an action-adventure whose main character is Tiki, a New Zealand kiwi bird. Tiki faces five worlds with 20 stages in which he runs, flies, swims, jumps, and even

A N D P R E V I E W S

scuba-dives to rescue his friends from a malicious walrus. Other new action-adventures from Taito are *Operation Thunderbolt*, *Rastan*, and *Where Time Stood Still*.

Access, which created last year's *Crime Wave*, has developed two more games of intrigue. In

Countdown, you are an American agent in Istanbul, Turkey. A top-secret message has alerted you to the possibility that there is a double agent in the Central Intelligence Agency who is linked to a terrorist organization. Soon afterward, you find yourself unjustly accused of



Inherit the pharaoh's throne in Taito's *Day of the Pharaoh*.

murder and imprisoned in a government asylum. You must save yourself and stop the terrorists.

In *Cartel*, you play a detective whose wife was killed by a crime boss. Now a drug cartel encompassing Hollywood, Miami, and Colombia has enticed a number of policemen and politicians into its web. Your mission against the drug lords begins when one of your friends mysteriously disappears.

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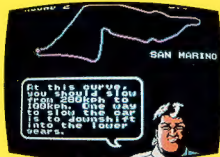
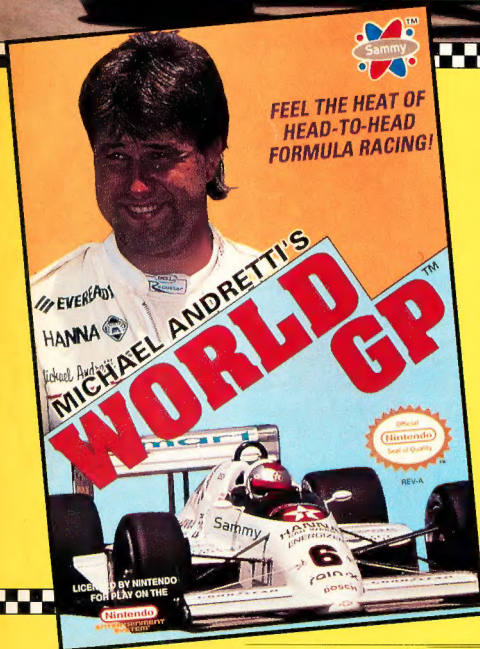
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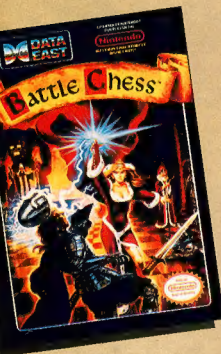
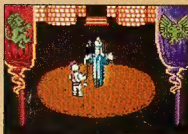


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